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JANUARY 1991

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LAST NINJA 3

EXCLUSIVE
REVIEW

IT'S REALLY THE
BUSINESS

YC TAPE 13 - UNLUCKY FOR SOME

A REAL STONKER FOR YOU

IF YOU CAN READ THIS MESSAGE
YOU'VE EITHER HIPIED THE TAPE
OFF THE COVER IN A HASTE TO
SHOVE IT IN YOUR DATASSETTE
OR THE NEWSIE HAS GOT IT IN A
RATHER SAFER PLACE. IF IT'S
THE LATTER I THINK YOU'D
BETTER HAVE A CHAT TO HIM.

OTHER GAMES REVIEWED
& PREVIEWED:

THE AMAZING
SPIDER-MAN

CHIP'S
CHALLENGE

ACCOLADE IN
ACTION

SEGA MASTER MIX

PLATINUM

TEENAGE MUTANT
NINJA TURTLES

SUPER MONACO GP

SHADOW DANCER

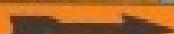
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THE POST APOCALYPSE BOARD GAME INSIDE





ST DRAGON

Advanced levels of automation technology have been developed by Comptech Corp., one of the principal divisions of the Loring Corp. It has attached and automated the ST Dragon Monitor. This computer monitor allows the user to access many more popular software programs. Using local network links, it can also access the web and email facilities securely. The ST Dragon monitor has been designed for the Loring Monitor Series. Built around the Intel Pentium processor, the ST Dragon monitor is a reliable, highly accurate and fast system of data processing and retrieval of information. It features a 17" screen.

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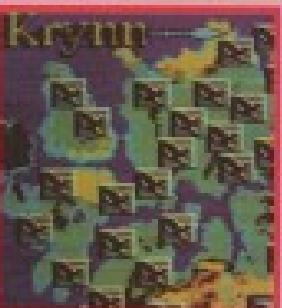
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YUG JANUARY 1999



- **Last Ninja 3** - Chop away with the man in black, or is that red, errr... It could be blue, oh and it's all bendy! He's real green and rubbery, and there's no bounces around here.

Dragon Strike
*(Thangs to
Gone phub - if
there's another
game with
Dragon in the
title I'll review.
What's that?
Dragon Strike:
you say?
Assassinatingghini!
I'm a lot happier
now.*



- Hurricane II (Thangs to Come...) - What's really sketchy and comes in two parts (apart from an easy-build ninth level).



- #### ○ Associate in Action — Poetry, I bet that weirdly alliteration smells!

- ### • Sega Master Mix:

featuرونيّ

- 13 the darkman** *If you like Jeff Bridges' coolness, you'll enjoy this gritty Western. Dave Hughes' script is the highlight of the movie.*
 - 20 0898 numbers** *They need it to work, but are they worth it? Jeff Corry, *Investigations*.*
 - 40 boardgame rules** *Everything you need to know to become a shouting Paul Atreides.*
 - 61 catacombs** *Down in the dangerous Mayor's office there's a secret room full of books. Played by Jack Colvin.*

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apocalypse, super tact
for essential pieces of originality

poster

- ### 3 whatever it is

DATA

IT'S SIMPLY



MAIDEN BIRMINGHAM!

Have U.S. Gold got a "head lopper" or not? First they announce The Godfather and now they're head-banging with their new Iron Maiden license. All you 'avy metal fans out there

are sure to be already revving up your joysticks, spilling perfume oil over your keyboard and putting the sound button up extra high to prepare for the game which will feature Eddie the Maiden mascot along with loads of Maiden tracks. Definitely not the game to play when you're pretending to do the old 'one work, eh?



Move over Robinsons of Ramsay Street cos. Ocean are eating their underpants over their latest cartoon coo - yeah you've guessed, man ... The Simpsons. Cute dude, Bart Simpson and family are currently taking Sky TV viewers by storm (all three of them) and are already bigger than the Turtles in the States (wow, eat my pizza).

I'm afraid you'll have to wait 'till the summer to see how the Simpsons shape up on your computer screen, until then you'll probably have seen the film, be wearing the T-Shirt and grooving on down to school swinging your Bart Simpson lunch box!

YC CHRISTMAS TOP TEN

1. Chrimbo's Quest - System 3
2. Little Donkey Kong - Nintendo
3. Speedbauble - Imageworks
4. Golden Sacks - Virgin Games
5. Snowbocop - Ocean
6. Football Manger - Addictive
7. Teenage Mutant Ninja Turkeys - Imageworks
8. Beach Holly - Ocean
9. Sleighter - Hewson
10. Judge Slod - Virgin Mary.



WITH BEVY BABE'S**HAPPENING MAN**

YC TIPS FOR THE CHRISTMAS NO 1

>Do they know it's Christmas - Band Aid
 >White Christmas - Bing Crosby
 >Mistletoe & Wine - Cliff Richard
 >I wish it could be Christmas Everyday - Wizard
 >Merry Christmas Everybody - Slade
 >Gazza's Away in a Manger Re-Mix

 Ooops sorry Ed I thought you meant pop songs.....

YC TIPS FOR THE CHRISTMAS NO 1 GAME

>Teenage Mutant Hero Turtles - Imageworks
 >RoboCop 2 - Ocean
 >Total Recall - Ocean
 >Strider 2 - U.S. Gold
 >Line of Fire - U.S. Gold
 >S.T.U.N. Runner - Domark
 >Last Ninja 3 - System 3

YC TOP TEN ANNOYING THINGS ABOUT CHRISTMAS

1. The Wizard of Oz on Telly
2. A Brut Shaving Kit from Auntie
3. Turkey Sandwiches
4. Granddad snoring through Star Wars
5. Crackers that go "Phut"
6. The Wizard of Oz on Telly (Again)
7. Cliff Richard's new Christmas song
8. Turkey Farts (Pooey)
9. Having no batteries for your new Gameboy
10. Mum videoing The Wizard of Oz (aaaaargh!)

OCEAN REVEAL DARK LICENSE

Darkman, the action-packed, hi-tech film taking America by storm, is now set to reveal itself onto computer screens next

year. Compared to the likes of Phantom of the Opera and Batman, Darkman, starring Liam Neeson,





Follows the story of Dr. Peyton Westlake, a brilliant young scientist in love with attorney Julie and close to a breakthrough in his research on synthetic skin (which would only let you go out in the dark).

One night at the lab an unscrupulous gang of big bad baddies, searching for a life-threatening document written by Westlake's wife, beat Westlake to a pulp leaving him for dead and blow up the lab. But you've guessed it, just like many a good film script, the horribly disfigured Westlake, left with an uncontrollable rage and superhuman strength from hospital side-effects, emerges as Darkman, obsessed with revenge and one by one he plots his retaliation.

You cannot reveal what the computer game will emerge like, but it promises to be a good old gory action-packed bundle if it's anything like the film. See our Dark Man Feature later in this issue!

ARCADE ADDICTS

Those people at U.S. Gold are never short of a \$50

piece cos they've just announced another four arcade boppers for their new year list of conversions.

The Sega coin-op Shadow Dancer, a beat-



EMPIRE ON THE TYNE IS ALL MINE!

Following on from Gazza's Super Soccer, now on the Addictive compilation Soccer Mania along with Football Manager (World Cup Edition), Microprose Soccer and Football Manager 2, Empire have put Gazza into his own limelight again in Gazza 2 or else he'd turn the waterworks on!

Gazza 2 according to Empire is about to kick off onto your screens shortly and is in fact a "Kick Off" overhead style game compared to the rather jerky side-on view in Super Soccer and wot with Gazza's stardom since the World Cup, Empire are sure to have a top ten computer hit at their feet.



JANUARY 1993
£9.99 (UK) £12.99 (US)

VC
AlphaVille Publications Ltd
22 Pythian Lane, Kim Farm
Milton Keynes, MK11 3AE
Tel: (0908) 5458854
(Readers' Enquiries on

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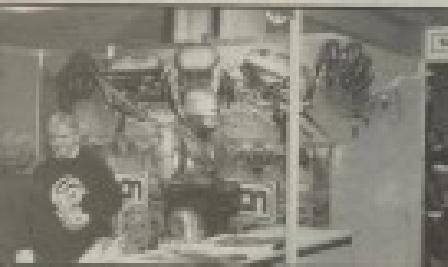
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Jeffrey Davy, Oodin/Eugene,
Denvir Gardner, Stuart
Green, Chris Hughes, Alan
Lathem, Paul Ripley, Carr
Smith

Advertising Manager
Cass Shirley

on-up thang will be coming year may as well G-Loc, the sequel to After Burner which will be attempting to fly its way onto your screen as G-Loc seems for loss of Consciousness due to Gravity - could be a bumpy ride!

A ride which certainly won't be bumpy will be the Sega coin-op Super Monaco GP, as it's being programmed by the wonderful Probe team whose driving hits include Chase HQ 2 and Turbo Outlaw. Will we ever have enough of Gauntlet? No, course not! Well, a new and bigger helping of ghosts, Nazis and the like are being dished-up in Gauntlet 3 next year which is well worth getting excited about! Shadow Dancer and Super Monaco GP are also featured in *Things to Come?*



Cartoon Illustration
Chris Green

Background Illustration
Hans Lafferty

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Subscription Rates are £19.40 UK (inc. VAT post free), £11 Euros, £27.00 Middle East,

£26.00 Far East, £31.80 for \$66.00 USA/Read of the Month, Annual Rates—on request from: YC Subscriptions Department, Robert Küppershoofd Ltd., 5 Rivers Park Estate, Berkhamsted, Herts HP4 1RL, USA: Kolumbojan-Agencja, Wroclaw, Poland; Worldwide Publications, 4314 West 20th Street,

Software CA HOUSE, USA

Cartoon submission: By Republic Books, Northampton.

Published by Reproductive International
Press International Ltd., Phoenix House,
1275 London Wall, London EC2R 8AF
0171 830 0200, 0171 830 0201

COMMODORE CHRISTMAS SHOW

On a dark November afternoon, I trundled off to the 1990 Commodore Christmas Show, hoping to brush shoulders with the rich and famous of computer games people and trundled home again more than disappointed swiveling my Robocop carier bag.

Yeah some of the big names were there—Ocean had the nicest stand and I even met Mr Robotobe himself, who told me that YC was his first read and who was I to disagree, the Turtes were not there in person, unfortunately, but demised the Microsoft stand and everything in sight in sticker and empty Turtle drink cartons. Doctor Who in Bigland's promotion mode and this were being Cromulent in a far-off corner. The most exciting person I met was programmer Tony Crowther of Monty Mole and Bomberman fame who chatted to YC about his non-C64 exploits. I suppose any YC readers who attended were to be found in the Games Arcade where all parents seemed to be dangling their kids to try to lose them whilst technical/serious people could enjoy the most stands by looking at the new gadgets and add-ons for their retain machines.

Unless you wanted to snap up a few games on the cheap or explore the larger bytes of the Amiga computer, you would have been better off staying in and playing your own games!

THE DREAM TEAM

So this is a new look YC, eh? But who the hell are the people behind the drivvle? I mean, who does what and who should we send roses and birthday cards and big cars and three story mansions to?



Rik Henderson -

BIG ED

He's the guy with his finger on the pulse of the CGA market, and he's been at the helm of EG for all of its life (and death, ahem). Full Name: Richard Stoum Henderson

Date Of Birth: 10-6-70

Lives: North West London

Favourite Computer:

Game: Football Director (D&H Games)

Favourite Comic: Tank Girl (in Desecreto)

Favourite TV Show: Twin Peaks

Favourite Film: Blue Velvet

Favourite Record:

Unbelievable - E.M.U.

Favourite Food: Liver &

Bacon

Favourite Drink: Hubba Bubba Soda
Most Outrageous Thing Ever Done: "When I was about 9 or 10 I was on a ten foot high roof of a garage and I decided to walk slowly backwards. I fell over the edge and bounced off the roof of a parked car, and landed on the ground with just a grazed on my knee. My mum looked out of the window and asked what I'd done and I told her I'd fallen over the kerb which she didn't believe for a moment because the car had a big 'H' shaped dent in the roof. The owner never found out who did it."

Mark Newton -

Designer

The guy who gets his colouring crayons out and scribbles all over EG's lovely copy. He's been with the mag since its redirection.

Full Name: Mark Howard Newton
Date Of Birth: 29-3-87



"...was that was on just two wheels for a start - is that outrageous enough?"

Beverly Gardner

- News Editor

Our girl comes from further afield of Industry. She was once PR starlet for Audiogames and before that (Dornach, and now we're stuck with her).

Full Name: Beverly

Suzanne Gardner

Date Of Birth: 11-8-64

Lives: North West London

Favourite Computer:

Game: Street Car Racer

(Microstyle)

Favourite Comic:

Deadline

Favourite TV Show:

Absolutely

Favourite Film:

Black Rain

Favourite Record:

Every Little Thing - The Police

Favourite Food:

Hellen

Favourite Drink:

Becks

Most Outrageous Thing Ever Done:

"I stood on the side of a moving



Favourite Film: Back To The Future
Favourite Record: A Forest - The Cure
Favourite Food: Lasagne
Favourite Drink: Cola
Tv: X-Files
Most Outrageous Thing Ever Done: "A couple of friends and myself decided to walk around Kettering Town with just T-shirts around us, for it alone. At one point we strayed down the road, and were followed back to our flat by a lumpy bloke who stood outside for ages. We were a bit crazy in them days."



Alan Lathwell - Artist
 Alan supplies the visuals to most of the YC characters like Part Apocalypses and Goozin' Eugene. Maybe one day we'll pay him so he can buy a few colouring-in pencils.
Full Name: Alan John Lathwell
Date Of Birth: 15-3-69
Lives: North London
Favourite Computer Game: Art Attack - QuakeWars
Favourite Comic: Heavy Metal

Favourite TV Show: Blockbuster
Favourite Film: Easy Rider
Favourite Record: Voodoo Chile - Jimi Hendrix

Favourite Food: Tarantulas
Favourite Drink: Peets
Poison:
Most Outrageous Thing Ever Done: "Worked for YC - When I was money you b*****tads"

Cam Smith - Artist

Cam supplies most of the covers for YC, and is the regular artist for Flores Head. His work can also be seen in Deadline and the Rogue Trooper Annual 1991. He's a busy little noo and so.

Full Name: Cameron Smith
Date Of Birth: 31-10-62
Lives: Walthamstow
Genre: City
Favourite Computer Game: Money On The Run - Gauntlet
Favourite Comic: V For Vendetta
Favourite TV Show: The Preacher
Favourite Film:



Sleeping Beauty
Favourite Record: I Don't Care - The Raincoats
Favourite Food: Pizza
Favourite Drink: Coffee
Most Outrageous Thing Ever Done: "Once helped run a jumble sale dressed

Ashley Cotter - Cairns -

Contributor
 Ash is the ex-Assistant Editor of YC and is now seeking fame with Micronet.
Full Name: Ashley James Cairns-Cairns
Date Of Birth: 29-9-70
Lives: Kings Langley
Favourite Computer Game: Beestleback - Fist Star
Favourite Comic: Vic Firth Star
Favourite TV:

Show: Blockbuster
Favourite Film: Dead Poets Society
Favourite Record: Club Nokia - The Mekons
Favourite Food: Lasagne
Favourite Drink: Bacardi & Coke
Most Outrageous Thing Ever Done:

"I fell asleep at Activision when they were demonstrating a game to me. Lorna Smith (the PR girlie at the time) woke me up. It was all rather embarrassing!"



Jeffrey Davy -

Contributor
 Jeff is the photographer. He takes with him every time there's a really grubby job. He also investigates just about everything in order to supply all the facts.
Full Name: Jeffrey Karl Davy
Date Of Birth: 4-8-71
Lives: North London
Favourite Computer Game: Ultimatum - House of

Holino
Favourite TV Show: The Man From U.N.C.L.E.
Favourite Film: Diecadero
Favourite Record: Golden Brown - The Stranglers
Favourite Food: Pizza (but no anchovies)
Favourite Drink: Snowballs
Most Outrageous Thing Ever Done: "When I went to the BMF 'There Is A Cave' everybody went in four coaches. When the event was over the coaches had disappeared and left us in Cheltenham. The coach company promised that they'd send



other transport and at about 3 o'clock in the morning a small minibus rolled up and could only take 5 people out of the 40 of us stranded. I managed to get a place on it and I got home at about 4 in the morning. The rest trashed a local hotel and drank their beer dry, and were

VENDETTA



VENDETTA is a fast-paced racing game featuring a variety of cars and tracks. The player must race against other drivers while avoiding obstacles and other cars. The game features a variety of tracks, including city streets, highways, and off-road tracks. The player can choose from a variety of cars, each with its own unique features and abilities. The game is designed to be challenging and exciting, providing hours of fun for players of all ages.

NINJA



NINJA is a fast-paced action game featuring a variety of weapons and enemies. The player must navigate through various levels, avoiding obstacles and enemies. The game features a variety of weapons, including swords, knives, and guns. The player can choose from a variety of levels, each with its own unique challenges. The game is designed to be challenging and exciting, providing hours of fun for players of all ages.

VENDETTA and NINJA are available now at your local computer store or online. Download them today and start playing!

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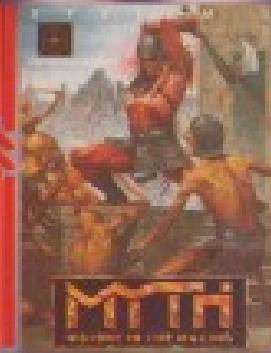
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• Many surprises

REAL HATRED IS TIMELESS

LAST NINJA 3



Regarded as a classic within its field, the highly acclaimed Last Ninja series reaches an unequalled plateau of excellence with the arrival of Ninja T. Goldion. Now a series of games with as many awards world wide as The Last Ninja, NEVER HAS SUCH A SERIES OF GAMES JUST GOT BETTER AND BETTER...

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With a massive innovation improved, improved, detailed 3D background graphics and a more than enhanced variety of all action. Ninja 3 also offers a degree of difficulty never before experienced in any other computer game. Ninja 3 is coming up to par.



With a massive innovation improved, improved, detailed 3D background graphics and a more than enhanced variety of all action. Ninja 3 also offers a degree of difficulty never before experienced in any other computer game. Ninja 3 is coming up to par.



Actual C64 Screens

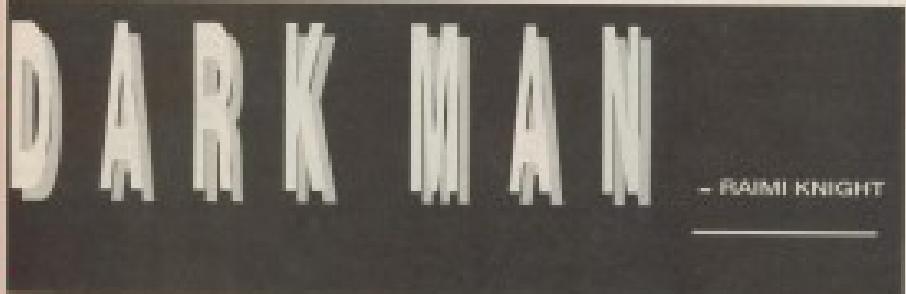


Ocean has kept the announcement of its new licence very close to its chest. Dave Hughes looks at the film that has inspired such a move, and even has a quick chat with director Sam Raimi.

"They destroyed everything he had, everything he was," the poster copyline for *DARKMAN*, the most recent movie

regular action pic. It's a lesson, however, that RAIMI manages admirably.

"If you direct a whole movie," Raimi says with a



- RAIMI KNIGHT



from cult schlock-horror director Sam Raimi. This is almost certainly true of the character of Dr Peyton Westlake, who becomes the mysterious, bandaged 'Darkman' when Bad Guys blow him up in his laboratory; yet there's a certain ironic application of the statement to Raimi himself, since his first movie for a major studio (in this case, Universal Pictures) almost became his.

The comic-horror genius that unleashed both *EVIL DEAD* movies upon the world found working under studio supervision a little difficult. There were few enough problems on the financial side - Raimi's *EVIL DEAD* pictures had never made a lot of money, and he needed \$14 million working dollars to make *DARKMAN*, but Universal were pleased with his "infiltration" action picture idea about a hideously disfigured man able to change or mould his face to become his old self or, if the situation called for it, somebody else. The difficulties came in trying to fuse Raimi's unconventional approach to almost every shot and the studio's need for a

wicked smile. "They can't cut your personality out of the thing!" He must be right, for the delightfully fresh camera movements and angles, the black humour and the grisly special effects that made *THE EVIL DEAD* and its sequel cult viewing in Europe ("My pictures have actually been very unsuccessful in the States," says Raimi. When I made the first *EVIL DEAD*, I thought it was going to die a miserable death in a can somewhere, but then Peter Jackson stepped in and gave it a big push, and suddenly people in England embraced the picture!") are back with some new twists and turns in *DARKMAN*.

Liam Neeson (whose once-promising career becomes more doctored with every badly-chosen role) is far better than average Dr Jekyll to the special effects department's Mr Hyde. His dialogue and that of the other actors, lacks substance or credibility, but Neeson's performance takes the viewer back to the best of the Thirties horror pictures, when hideous monsters became sympathetic, if two-

FEATURE

dimensional, characters. These movies were, it seems, the director's inspiration too:

"I used to really enjoy the old Universal and Hammer horror films where the monsters still had characters - where inside the hideous, repulsive form was a man plagued by an unfortunate curse." The early PHANTOM OF THE OPERA, HUNCHBACK OF NOTRE DAME and FRANKENSTEIN pictures all influenced DARKMAN, Raimi states. "That theme of the creature wanting to be loved is so powerful to me. In DARKMAN, we wanted to ask 'what makes somebody a monster?' Is it the terrible deeds which they commit, or the forces which drive them?"

All this sounds a bit highbrow for a fun, commercial picture like DARKMAN, but here and in the States, the movie was accepted and applauded by critics and audiences alike - the latter to the tune of a very healthy \$9 million opening-weekend gross. Is Raimi surprised that he's suddenly struck it rich?

"Money is a funny thing," he says, referring to the leap in budget from the first EVIL DEAD (\$600,000) to DARKMAN (all three that amount). "The more money I have, the less thinking I do. The more toys I have, the less creative I am. It really changes the way a movie's made." But what about the surprising high box-office take of DARKMAN? "I'm just a director who's made one movie that I made money out of," he claims. Modestly aside, however, Raimi is aware that he can demand more artistic freedom for his next movie which, it seems, will be a third EVIL DEAD; this time for another independent studio rather than a big

Rich like Universal. Is this choice thanks to the problems and creative differences he had with Universal?

"It's the job of the studio to make things that appeal to the mass

audience [this from the man whose first movie was banned in Britain for nearly seven years before finally being re-released, albeit still cut, in 1990], while Universal steered him towards a PG-rating.

Five seconds were cut from the laboratory electrocution scene, and a highly entertaining sequence involving a gangster's fingers and a rival's cigar-butt has been lost completely, much to Raimi's disappointment.

"This is my first studio picture and I don't have any say in whether they should cut it," he shrugs. "That's one reason that EVIL DEAD II: ARMY OF DARKNESS is being made as an independent venture". But maybe he won't be safe even with their more relaxed attitudes; already he has had to drop the previous title, MEDIEVAL DEAD, perhaps because the joke was too clever for middle-American audiences.

Raimi remains philosophical, however. "Audiences love to get kicked in the face," he says. And Raimi is about the best kicker this side of Anakin.



audience," he explains, "not something that is special, or little. I understand that, I know it was a collaborative process." Raimi's healthy devil-may-care attitude to making each shot 'realistic' caused a few problems with Universal executives. The director claims that this is because he based the visual style of DARKMAN on comic books:

"Comic artists tend to go for the most melodramatic angle and moment in each scene, which is often visually bold and graphic at the risk of reality - they move around with perspectives and so on. I approached the camera angles in DARKMAN in very much the same way." The studio, however, didn't want things to become "too weird", afraid that DARKMAN would find its niche with the audience of the EVIL DEAD and its sequel. "I did try to restrain myself," Raimi grins, "but some people have said that I didn't do a very good job!"

In another irony, Raimi was keen to keep the tone of the movie fairly low so that it would reach a wider

the standard American horror movie certification. When the film reached Britain last November, 29 seconds were cut from the 18-certificate version to allow a 15 rating to be given upon the film's resubmission to the BBFC (a



There were several instances of a doctor being no doctor, & it's hard to know who was the P.D.C.A. & Cough and the best surgeon. The practice is not of course directly & medical side down to the right.

CRICKET CAPTAIN

卷之三



四九

A HISTORY OF THE
AMERICAN PEOPLE

www.IBM.com/ibmsoftools

Playa, May 1-2, 1980. A collection of 1000+ slides of computer generated scenes through the use of "thought" by me - generated, for a 3D viewer from three video cameras. "You do not need to come to Computer 3D presentations at PICOPI, as the central computer does all the work."

The typical, or frequently-occurring, behavior for all age groups consists of three people sitting at one office playing computer games, talking and laughing. These three people are physiologically engaged in computer games, but they are also physically engaged in socializing, talking, and laughing.

The general format is very straightforward:
1. Name your subject (the general title from which
2. name your article).

- developed your website
- completed the Form Card
- sent the Form Card to us

What is known for better understanding
phenomenon of the new economy

THE START-UP PROCESS

- ORGAN
 PROSPECT BOTTOM
 SPAN DRAFTER
 TURBO

100

**FED-UP PLAYING WITH YOURSELF?
THEN READ ON...**

Do you think you could conquer the world or survive the pitfalls of being a Troll? Are you a potential Captain Kirk or even Macmillan material? If so, you can ROLL ON! Enter the exciting world of Play by Mail, now listed for a FREE Sample. To see our games.

CROSS is a fast-paced wargame for twenty players set on Earth in the near future. You send your troops out to invade the countries of the world; as you factions produce the income required to fund your campaigns, and your nuclear missiles.

日向坂46「恋の日」(2020年1月22日)

TROLLS BOTTOM is a tiny island of magic and mayhem where security guards play the part of enormous trolls. They fight, hunt, make things, eat, and fight again until only one remains. Perhaps that one will be you!

TYPE-PROCESSED THREE-TEN DAY

STAR CLUSTER is a game of interstellar conquest for fifteen players. Each team sends a ultimate general of the cluster, best first who must explore and conquer it. Decide your base planet cause no stellar domination!

TURNS PROCESSED FORTNIGHTLY 21,500 turns
TRINITY is a postal chess program for ten board-size players. You answer a selection of twenty "final" questions, and set four of your moves for the other players to answer. Each player receives ten minutes of ten players; could you gain

ПРОДУКЦИЯ ИЗ МАСЛА

Games by Month

G-B-M
For quality Print by Mail Services

1 DOWN GAME, LITTLE MESTON, 1 VARIOUS, 1984-85
TODAY'S SHOW WITH PARIS 100-110-110-95

[Kennen Sie Mail
2000? Ja? Nein?](#)

ON THE TAPE

We wish you a merry Chrimbo,
 We wish you a merry Chrimbo,
 We wish you a merry Chrimbo
 booo.
 And a boombastic new year!!!!
 The YC tape gets festive...

FROSTY THE SNOWMAN

Two player action in this highly seasonal jaunt into Santa's grotto. This is a completely original game that will keep you going well into the new year (it's got us by the Christmas balls).

DARTZ

Another original game (it's only ever appeared on our sister title Commodore Disk User, and that was yonks ago), based on the very popular game that involves throwing sharp objects at a round board from a distance (sounds silly really). Can you consume twenty pints of lager and get a double top?

POST APOCALYPSE - THE BOARD GAME

Here's the most original thing since erm... since erm... since Brian Clough's Football Fortunes and Tank Attack really! This is the program that goes with the board game free in this issue and is explained in the rules later on in the mag.

SUPER TACT

This game has also only ever appeared in Commodore Disk User and is a very good Ludo variant for the commy. "What's Ludo?" I hear you all cry... Oh shut up and read on peasants.

THE CONTENT

Side One: Frosty The Snowman,
Dartz
Side Two: Post Apocalypse - The Board Game,
 Super Tact



FROSTY THE SNOWMAN
 Programmer: Richard Taylor
 Type: Complete game
 Controls: Joysticks in port one and two.

Can you deliver all the presents in Santa's Grotto to him before Christmas is just a memory and all the



poor orphans have nothing to show for the time of year but a hole in their stockings (everybody now, **baahhhh!! BANG!** Got

the sucker!) But you are a humble snowman who will surely end up as a small puddle for some brat to stomp in, why should you do such a thing? Well, it's fun for a start, and also there's another snowman who would love to get in favour with the fat, hairy old man. So it's a race between the two frozen fellows to see who gets invited to the Christmas' household for a slap up turkey feed. The only prob is that this is not altogether easy. For a start, all along the snow covered way are pits that are fatal to an aspiring Santa helper. And added hazards are mutant,

killer puddings and nasty, psycho brandy bottles. But when you've managed to get to the Grotto at the other end of the

landscape you must collect the present and go back from whence you came. When you have collected a sufficient amount of presents Santa will reward you, and you can gloat over the sucker who took up your challenge. One other thing... collect the snowflakes, you never know when they can come in use.

DARTZ**Programmer:** ??**Type:** Complete game**Controls:** Joystick in ports two or one

Get out your beer guts it's time to ring the old tungsten tips at the circle. You can grab a friend to thrash in this very accurate simulation of everybody's favourite pub game (what, synchronised puking?) darts. Even Jocky Wilson would be proud with this set up. You can play on your own (to see if you can hit that elusive nine dart finish) or against another, and it pretty much follows the rules of standard match-play darts. You must try to reach the target of 601 by throwing your arrows at the board and

hopefully scoring trifles of everything. You must also finish the game on a double. To make this a little harder, the cursor that points to where you are throwing wiggles about as if you've a few too many in Bras, so handy joystick manipulation is called for here. It's a fun game that is best played by two people.

**POST APOCALYPSE - THE BOARD GAME****Programmer:****Richard Taylor****Type:** Supplement to board game**Controls:** Keyboard

The full details for this are explained in the

Board Game rules later in the mag.

SUPER TACT**Programmer ??****Type: Complete Game****Controls:** Joystick in port two

This is a very funky variant of the ever so popular board game Ludo. What you have to do is guide four couriers around the circular board and then up into your home base. There's many things that can make this a pig to do though, for a start you must roll a six to start one of your counters on the board, and if

anybody lands on your counter whilst it is in play, it will be sent home, and you have to start all over again.

All action is controlled via a cursor which you use to 'pick up' your piece (the computer will then move it the required number of spaces itself). Up to four human controlled players can participate, alternatively up to four of them can be computer controlled. An average game takes at least half-an-hour, and we can guarantee that this'll cause a few arguments in the household.

TAPE PROBS!!!

You've got a cassette that doesn't load? You think it's down to us? If so, pop it into a jiffy bag with an explanation of the problem and send it to:

**TC TAPE 13
RETURNS,
INTERCEPTOR
GROUP, MERCURY
HOUSE, CALLEVA
PARK,
ALDERMASTON
BERKS., RG7 4QW.**

You should get a replacement tape faster than you can say antidisassembly, erm... antidisassembly, antidisassembly... (oh sod it)



THE AMAZING SPIDERMAN

Spiderman! Spiderman! Can do anything a spider can! Spins a web any size! Wots himself 'cause he's got no flies! Poopy, it's the smelly Spiderman! Tim Henderson in his tuxedos, lights clings to the box of this 'un.



There I was sitting at my computer one day when I was suddenly bitten by a nearby paystcock that was glowing. I feared at the time that it could have been radioactive, and my heart was pounding when I realized that I had the power to immediately wriggle myself in all directions. I had a 10 inch view, no less than eight microswitches, and an auto-fire ability that allowed me to continually shoot whatever it was I was sweating in the first place.

Dressing myself in a costume that was luminous-green with yellow blistery things for my eye sockets I leapt into the crime-fighting arena calling myself "Spiderman".

Often though I'd run into street credit so instead he uses his other powers to catch criminals. He sticks to walls and ceilings, which would be a bit handy if you were, say, appearing in a Lionel Richie video, or for changing the lightbulbs or something. He also has spider-like strength, an acute sense of hearing, and 'spider-sense' which

is an built-in alarm system that changes whenever there's danger about. But his ability to 'Spin a web' any size comes entirely from his scientific expertise, and he's built two web-guns that are fitted into the wrists of his costume.

Now Peter has a rather lovely wife called Mary Jane and she's been



Unfortunately my career was soon over when I realized that wriggling, auto-firing, microswitching, and a long cord, were really crap powers. I'm now patiently awaiting to be bitten by a radioactive message-making machine, then I may not be able to kick ass, but we'll enjoy a good noth up eh?

Peter Parker, a good friend of the family (not my family of course, but scientifically related), was a lot more fortunate. He was bitten by a radioactive arachnid (a spider to you and me), and it gave him the ability to change all his mates and then devour them by sticking his poisonous fangs into the top of their heads and sucking out all the meat. He doesn't do this very

often though I think I'd run his street credit so instead he uses his other powers to catch criminals. He sticks to walls and ceilings, which would be a bit handy if you were, say, appearing in a Lionel Richie video, or for changing the lightbulbs or something. He also has spider-like strength, an acute sense of hearing, and 'spider-sense' which

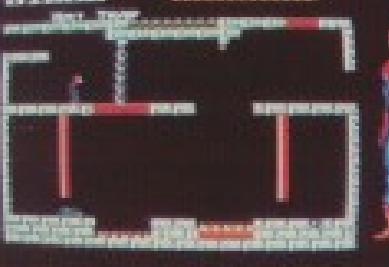


My memory would have to get her revenge after all the shooting we've suffered to do over the years. May all I naughty I deserve a good spanking (heh, heh).

SPIDER-MAN



SPIDER-MAN



"Ooh, I've got him by the ankles! Spin your head, spider, otherwise you may never have children, and that would make Mary Jane really scared."

Kidnapped by the evil Mysterio. And in your Spidey guise you must venture into his lair and rescue her, and if this isn't a doodie then you should hang up your web-slingers and take up window cleaning instead.

Unfortunately this isn't a doodie, 'cause this specific adventure/cross-platform game is huge. In case it's the Rockwell Film Studios, which is really an excuse for the programmer to have a multitude of different sorts of locations, and instead of having a simple, normal platformer game, there are thousands of puzzle elements that must be completed before you can really progress.

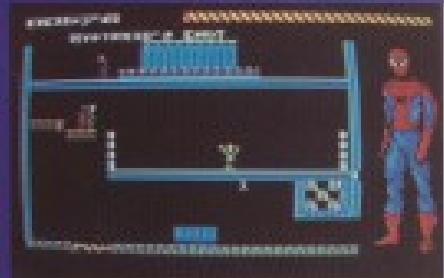
This is normally in the form of switches that must be thrown for certain

doors to open, and for passages to unlock, but sometimes the switches for a door on a particular screen will reside on a screen about five locations away. A lot of thinking must be done, and a liking for exploration is an essential property. The arcade factor is quite dominant too. There are tons of robots, minibeasts and other minor denizens all running around, and if they touch you your energy bar is emptied faster than a forest visited by a gile manufacturer's convention.

The energy bar also has charms ripped out of it when you tread on a trap, crushed by moving platforms, touch electrified walls or floors, and generally when you do anything other than pack

your Spidey bag and go down the pub. Fortunately for you, although that Mysterio is literally a Mystery, the major villain has supplied a few healing rooms scattered around the building; they'll restock your energy bar and leave you with that glow that you'd only normally

something of a well-designed look about them. The playability is where this little superboy cooks though. Once you're gotten used to the weird happenings of a man that can stick to every tellurite-coated surface, you'll be as hooked as the man who once exclaimed "Daa, I've



get after using a very soft toilet paper."

And if you chuck in the fact that you can stand, crawl, and crouch anywhere - on the ceiling, floor and walls - and you can shoot webs at baddies and at other walls to help you ascend, you just about have it. The main character sprite is absolutely tiny, but he's better animated than anything I've ever seen ("256 species of animation" boasts the box) and the rest of the graphics, although basic, have

VERSATILITY	GRAPHICS	PLAYFACTOR	BALANCE
5	5	5	5
5	5	5	5
5	5	5	5
5	5	5	5

INFORMATION: The Amazing Spider-Man, SUPERSOFT Games.
PRICING: £19.99 tape, £14.99 Disc.
RATING: 12+ (not yet rated).



87%

A very good platform game that updates the old genre with loads of features that'll keep the 90s console owner more than happy.

0898 NUMBERS AT NIGHT - BRITISH TELECOM'S DELIGHT

We all know that these 0898 numbers exist, but should anything be done about them? For a start, are they worth the enormous amounts of wonga that's spent on them all the time? We gave Jeffrey Davy a pocket full of ten pence and got him hanging on the telephone.

It was difficult to miss the big kerfuffle about 0898 numbers last year. The media had their hands on the air, young addicts had their hands on the phone, parents had their hands in their pockets and the line operators and British Telecom had their hands full of duty desks ready to be flushed in industrial-sized bins vaults.

There's a strict code of practice (a list of do's and don'ts) was slapped on 0898 operators and everyone forgot about them for a long while. But now they're back, BACK AGAIN!

In recent months there've been little adverts for 0898 offerings creeping into certain other shifty computer magazines (cross fingers, hope this fix hasn't sold loads of PC advertising space to them this month like *Computerweek* and *Computer and Vegetable Games*).

So...what in the world are they, why, who are the shady Mr/Ms. Giggas that run them, who makes the cash and are they safe to call - or will Britain

Telephone come and take away your phone and get the Police to arrest you?

**"I hear you,
Telephone Thing,
listening in..."**

- THE FALL:

"Telephone Thing"

When you dial one of those message-based 0898 numbers (not the sharing ones) - and the range is astounding, from dad-a-doctor to dia-digite - you get put through to BT's computer. In the computer are all the recorded messages for the lines and, after the connection has worked out which line you've dialed, the appropriate message is played.

At the moment it sounds much like digging an answering machine (trinkle, garble, grakle) but as you read this, BT should have turned the system digital. In the case of, say the Mel Croucher Computer Fun Line, this means it will sound like

Uncle Mel is sitting next to you (shudder).

The main factor of there is the cost (which is, let me say, inherently to rise even higher). As the ads say: "Calls are charged at 25p per minute cheap rate and 30p per minute at all other times." Of the 25p or 30p, 17.4p goes to the person who runs the line and the rest goes to BT.

Some of the most popular lines have tapes that run for 3 minutes so as you can calculate (or...
 $25p + 25p = 25p = 75p$,
 $30p + 30p = 30p = £1.14$) it

can get expensive very fast. Some other lines go on for much longer and it's very easy to get binned up listening to them so that you don't notice how long and how much you're spending.

**"Ring, ring, why
don't you give me
a call?"**

**- ABBA: "Ring
Ring"**

The lines themselves are an odd mix. They've got something of a repuation but really are, in the main, "mostly harmless". Especially the computer-oriented ones. Mel Croucher's line





contains a lot of computer industry jargon - it's a slanted and satirical look at the industry news and rumours of the last week, with Men's words of wisdom and some neat sound effects and music.

Compared to this, the "Megafax Gameshow" was, you know, boring. I waited 15 seconds before I put the phone down. I suppose I wasn't looking for any tips but is it worth \$15 to hear someone saying things along the lines of 'Spain Invaders: Once your ship left and up the wrong way along the track, you'll hear a ping pong noise, now roll back again'.

Assassins! (Rex)

Perhaps the most interesting letter from the stamp club: "How do you score with girls?" I'd - wouldn't it be better to be out there finding them rather than talking to a computer? I know I prefer it was the "Naughty Joke Line" - now that was funny, as were the truly tasteless jokes advertising site-guides.

Such goes as land you I have to forgive me if I don't tell it quite right - this is from memory: "Bruce and Bruce go into town and win a talent contest in a pub. Bruce

wins a bogbrush. After returning, the two Bruces don't see each other for a while but one day, they meet in the street. Says Bruce: "Is that bogbrush any use?", says the other Bruce: "Haah, so I went back to using the loo roll". Boom, boom, as Basil Brush used to say.

This line ran and ran. It must have cost a fortune to later. Thank God YC was paying my bill (what do you mean, "No it's not", PH?)

'Info-freak-o, Freak-o, there is no end to what I want to know'

- JESUS JONES:

"Info Freako"

Bruce Jones, who also has other lines (Men Croucher line, Megafax Gameshow, SAM Coupe Horline, Tong Mr. Police) Takoushi Console Line thinks people ring them because of a "lunger for information". Much like that Jesus Jones song.

He says his lines get at least a thousand calls in the day and he doesn't like the service being

compared to G&B "that is a woman to talk dirty" parvo-line. "I provide a quality service," he says.

And just who are his lines aimed at? "With Me's line, most or every gender softfucker knows listen to it every week to see what we're saying on it," he reckons. (Me! Croucher, meanwhile, who claims he gets a "modem fee" for his three minute option, says "We therapy".)

The SAM Coupe line is for those poor souls who have no support in the world for their abandoned

"Telephone Operator, why can't I call you later ...?"

- PETE SHELLEY:

"Telephone Operator".

The fact that they're so abnormally expensive makes them quite a dodgy bet for the consumer. The companies that run them love them, though. One computer related company's line is rumoured to have made



computer, the Tong-Takoushi Console Line has a self explanatory audience and the Megafax Gameshow is compiled by the people who make the 'Action Screenplay' magazine and is designed to be "authoritative".

Honest.

Bruce runs all his lines according to the strict code of practice. For example, part of this code means that he has to put his name and address on the ads, along with the call centre and, if the lines are aimed at under 16's, a line that says something along the lines of "These calls cost more than normal, please ask your parents before you call".

nearly \$45,000. There could well be more money in these phone lines for them than in what they normally do.

My advice would be to steer clear unless you have a very firm idea of how long you're going to be on them and where the cash is coming from - and as for calculating the bill will undoubtedly be astronomical! Get out and about - do things, meet people.

Why listen to recorded messages at exorbitant rates? Answers on a postcard please ...

Look out for the Jeffrey Derry Span line, to be followed by his purchase of a Rolls Royce and a holiday in Cuba.

CHIP'S CHALLENGE

What we wouldn't advise you to do, unless you're either a technical wizard or a psychopathic maniac, would be to get a screwdriver and open up your commie. If you did though you'd find loads of black oblongy things that don't look anything like those fries you get down MacDonalds. Rik Henderson loses his chips with this fiendish new puzzle game from US Gee.

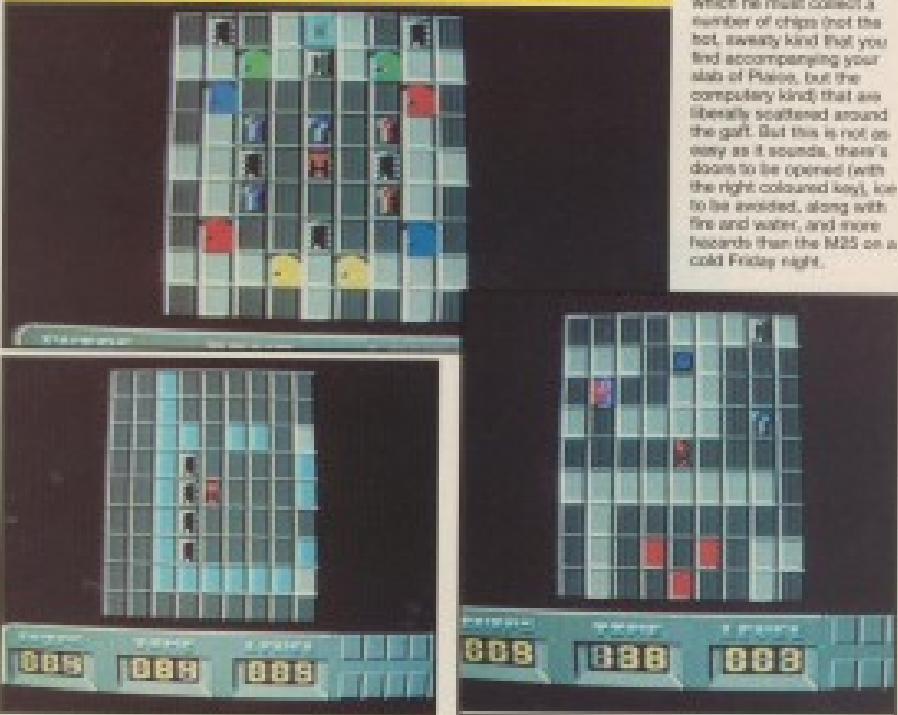
What do you get if you cross Pacman with a bit of Plotting, a bit of Game of Ra, and some Bomberman thrown in for good measure? Not Chip's Challenge because it's really rather more original than first impressions would have you think.

You are Chip, which is really a stupid name for a piece of potato let alone a strapping young gasser, and you are rather desperate to join the 16th Builders computer club.

Unfortunately it's not like the masons or anything and you'll not get in by just showing your right nipple and rolling up your trouser leg, nope this club is run by Melinda the Mental Marvel.

Now she's a bit of an odd cow who'd love to see Chip squirm in front of her, and he would because he wants to join the club so badly (especially to get his hands on a rather fetching Bit Builders T-Shirt), so instead she's given him a rather hard task to perform before he can become a member (anybody this stupid would have to be a member already, if you get my drift).

So what he must do is go through 148 (stupid number yes, lots of them certainly) levels of puzzling action, in all of which he must collect a number of chips (not the hot, sweaty kind that you find accompanying your slab of Pizza, but the computer-y kind) that are literally scattered around the gaft. But this is not easy as it sounds, there's doors to be opened (with the right coloured key), ice to be melted, along with fire and water, and more hazards than the M25 on a cold Friday night.





LEVEL 1
TIME 000
LEVEL 2
TIME 000
LEVEL 3
TIME 000



LEVEL 1
TIME 000
LEVEL 2
TIME 000
LEVEL 3
TIME 000



LEVEL 1
TIME 000
LEVEL 2
TIME 000
LEVEL 3
TIME 000

counts down while you're thinking and time is of the essence. Also on the score panel is the number of the level you are currently on and the amount of chips on the screen that are still to be scooped up. Fortunately each level also has a code word so that you can jet it down and return to that screen at a later date (there's nothing worse than losing all of your lives on level 100 and having to play through them all just to get the final one).

The graphics are not spectacular, they do little more than serve their purpose, and the music/SFX are as average as they come, but the gameplay is of the kind that'll grab you by the mystick and will not let go no matter how much you long to get into a lovely warm bed.

And you have to work out ways to collect them in a certain order. Luckily the first ten levels are fairly simple and allow you to just get a grasp of things, after that you are in handville, and it's no use running to mommy 'cause once you're in it's very hard to come back out.

And not only do you have to work out ways to collect them but if it has to be done nicely split, there's a choice that



• 10 levels	• 100 coins	• 100% completion
• 10 memory sets	• 1000 coins	• 100% completion
• mouse input	• 10000 coins	• 100% completion
• joystick	• 100000 coins	• 100% completion
• game file	• 1000000 coins	• 100% completion
• 40 SCRAPES	• 10000000 coins	• 100% completion
• 10000000 coins	• 100000000 coins	• 100% completion
• 100000000 coins	• 1000000000 coins	• 100% completion
• 1000000000 coins	• 10000000000 coins	• 100% completion
• 10000000000 coins	• 100000000000 coins	• 100% completion

NAME: CHIP'S CHALLENGE
SUPPLIER: US GOLD
PRICE: £14.99 TAPE, £16.99 DISK
RELEASE DATE: JANUARY '91

DETAILS

89%

A very good puzzle game that offers so much more than the most unoriginal block stacking competition.

Another new look and style to the cheats section, but then Eugene's so hard that could do just about anything he likes. If you think altering a tip column is terrible you should see what he does to little kittens.

OK you, come over here and listen to what I've got to say. HK came over to me the other day and told me that things have got to change around here. No longer can we give away T-Shirts and Games to those who hail by the name of Scum of the Earth, nope we're giving away cash instead! Although the ranking system is being thrown out of the window, and qualified scum will receive the amount of spondoodles that we think their tips are worth. Also I'll be analysing at least one complete game every month in full.

MEAN STREETS

Here it is kids, the most comprehensive guide to this game ever to come out of

Scum city. I've been slaving over a hot kebab to bring you this so you'd better be thankful.

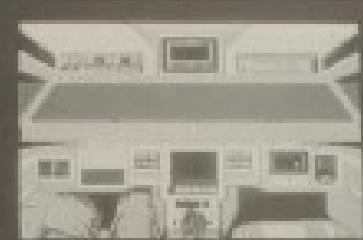
The main thing to remember about this game of mystery and intrigue is that you must thoroughly search every location in full, do not leave a stone unturned. You'll soon discover that the suicide of Carl Linsky was indeed a murder and that you're involved in a far bigger plot than first impressions. In fact you'll find out that Carl Linsky was a scientist working on project 'Overlord', which is a satellite that can completely control people. Behind this are the men in charge of Gideon Enterprises and the Law and Order party who are obviously out to get worldwide control. The only way you can stop them is to collect



OOZIN', EUGENE'S SCUM OF THE EARTH



GENERAL HINTS



eight passcards and the passwords that go with them from eight scientists that are (or were as Carl Linsky was one of them) working on the satellite.

The best way to get the passcards and words is by searching the scientists' apartment when they're not around, but if they steadfastly refuse to leave the premises, the right type of conversation will force them to part with the necessities.

THE PASSCARDS

These are the passcards and the words that go with them:

Green - Pawn
Yellow - Queen
Grey - King
Black - Rock
Orange -

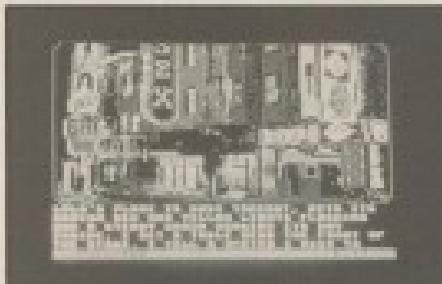
Checkmate
Purple - Knight
Blue - Bishop
Red - Stalemate

When you have all eight passcards and words go to the main computer of Gideon Enterprises (4550). Here you'll be captured and put into a room with a furnace, you must get the mask from the panel and activate the furnace by remote control. A robot will enter the room to stop the furnace and you should run through the open door before it closes.

You'll now find yourself in the computer room and you have just a minute to enter all the passcards and passwords (saving at this point is a very good idea) before you're caught. Once you've done it you'll

always write things down, especially location codes, that pop up in conversation. Write down exactly who knows who at all times. Never threaten people; it'll only get you a bruised nose, try bribery instead. If you run out of cash you'll have to try a spot of Bounty Hunting, this gets far easier when you've got the knack. Big Jim Stade will be shot, you must hurry with your questioning. Robert Knott will also be shot, but only if

you ask him about Gideon Enterprises. Although there are many humorous elements to the game, it is a good idea to solely concentrate on the passcards, there are a lot of red herrings also (and a few wild goose chases). Never forget that you can't complete the game without the cards, so if anybody is shot, and you can't get their card all you can do is switch the computer off and go back to a point that you've saved. Lastly, save often.



be confronted by the end sequence, well

done, you've finished the game.

THE COMPLETE LIST OF LOCATIONS

4680 Inspector Steve Clements
 4670 John Richards (Medical Examiner)
 4683 Carl Linsky
 4680 Flat
 4920 Delores
 4657 Shoot-out Thug (Witness)
 0439 A Ron Sherwood
 4675 Warehouse - Blue Passcard in Band Aid can
 7012 John Klaus - Green Passcard given to you by John
 8221 Maurice Gribble
 8211 David Pope
 4935 Larry Hammond
 5170 Sonny Fletcher
 4763 Greg Call
 3720 Cal Davis (House) - Orange Passcard in a box in the cage
 3614 Detective Monroe
 4850 Frank Schmitting
 3891 Giddoors (House)
 4621 Wanda Peck
 4623 Jerome Milbourne
 7312 Ed Bradley
 4610 Arnold Duvivo (Football Ground)
 4577 Brenda Perry
 4590 Tom Griffiths
 4529 Sandra Larson
 4901 Jorge Valdez
 2111 Delta Langs
 9902 Clark's Lab

in the safe
 4921 Big Jim Slade
 2713 Basil
 3169 Stamford Gutman Demille
 4122 Melba Waldbush
 4550 The End Sequence (Mr Big)
 8911 Lab (Robot Warning) - Purple Passcard on the shelf near the vine
 4525 Ron Meat
 4421 Sylvia Linsky
 4674 Pete Dull
 1700 Gold Diamond Mine
 1710 Deeded Property
 1715 Blaze Wiener

VENDETTA

Here's the complete solution to this shockingly good game from System 3, care of Martin Pantil, who owns himself a cool £25 for his troubles (it pays to supply original tips).

Level 1

Use knife to kill man, then collect the wire cutters. Kick door down. Collect the 3 grenades after killing man, then collect the AK-47 and the ammo. Exit room. Use AK-47 to kill man. Go to next screen and kill man with AK-47. Go to next screen and kill the man with AK-47. Then climb ladder and kick door down. Enter room, kill man with AK-47 and collect red tape, computer disk and car map. Enter next room and kill man using AK-47 and collect blue tape and computer code, which you can get by collecting the manual in that room. You will now have the weapons system for the car.

Enter the next room

and kill man. Collect Uzi and car key. Enter next room, kill man, collect ammo, insert red tape into TU. (System 3 logo appears), insert blue tape (doctor's daughter appears). Enter last room, kill man and collect necklace. Exit all rooms until outside. Use a grenade to kill man. Enter next screen, collect bullet proof vest before you try to kill man and then kill him. Enter car using key.

Level 2 (Car Section)
 Return right at junction
 L=Turn left at junction

R, L, L, R, L, L, R, L,
 R, L, L, R, L, R, L, L

Level 3

Use Uzi to kill man, kick down door and

enter room. Collect car keys, ransom note and handbag. Exit room, kill one man and enter next screen. Kill man but do not enter room. Enter next screen and kill man. Climb ladder and collect ammo. Enter next screen and kill man then kick down door and enter room. Kill man, collect ammo and exit room. Kill man, enter next screen and kill man. Enter bomb shelter, kill man and collect shoe. Exit bomb shelter, kill man and enter next screen. Climb into car

**Level
4
(Car
Section)**

R,L,L,R,L
L,I,A,L,L

L e v e l

Use AK-47 to kill man then kick down door and enter room. Kill man and collect bullet proof vest and disguise. Exit room. Kill man and enter aircraft hanger. Kill man and enter next screen. Kill man and collect

ammo. Enter next screen and kill man. Enter next screen and kill man. Enter next screen, kill man, collect ammo and climb ladder into aircraft. Kill man, enter next section of plane and kill man. Collect car map and diffuse bomb by cutting the wires in this order: Middle, left then right.

Level 6 (Car Section)



Level 7

**Use Udo to kill man
and enter next screen.
Kill man and enter
next screen. Kill man
and enter next screen.
Kill man and enter**

next screen. Kill man then turn around and go back to the stone statue where the doctor will be lying. Collect briefcase and you will have completed the case.

POKES AND SHORTS

The following pokes are for games that have appeared on our cassette, and have all been supplied by Evecin Corhodzic, Melbourne, Australia. He wins £15 for his trouble.

POPPER

To reduce igniter collision sensitivity
POKE 6155, 12
SYS 2100

RAINBOW CHASER

For infinite stamina
POKE 48381, 96
SYS 32768

FROGS IN SPACE

For infinite lives
POKE 18087, 171
SAYS 16384

To start on any level using + & - keys on title screen

PÖKE 19872, 31
BYE 19884

To make jumping in pod easier
POKE 48920, 92

PORE 16934, 90
SYS 16384

To release
down timer

POKE 17624, 188
BYS 16384

And that's it for us.

see a few more pages and a couple of traffic maps, so until then I'll see ya down the curry house amongst the rubber plastic trees, and fruit flavoured candy sticks.

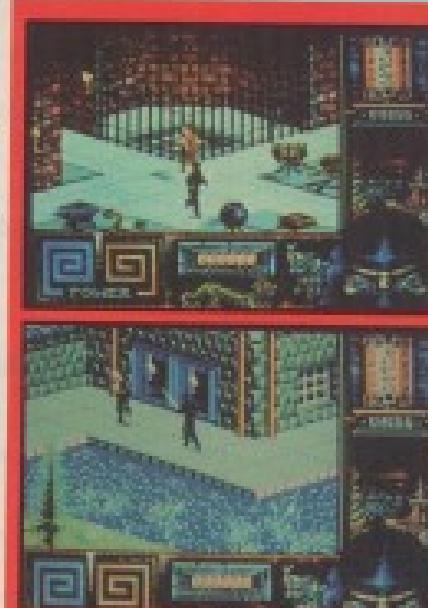
LAST NINJA 3

First there was the Last Ninja and it did rule the land and did kick ass as aroade adventures go, and then came Last Ninja 2 and that did take over from its predecessor and it too did rip the googlies off all competitors, and briefly there was Ninja Remixed, which was really Ninja 2 in a new Ninjingga suit. But now here's Last Ninja 3. Rik Henderson checks out the latest and greatest of the trilogy of four...

Right everybody, you can forget about green, military suits that smell of fish, you can forget about apple sauce and cheese pizzas, you can forget about whiffy old sneakers, and you can forget about crumbly cereals稻穀 called "Splinter", the real planked Ninja is back and he's gonna make you wish you'd never heard of the Teenage Mutant Ninja Turtles.

For a start he wears a lovely Ninjastic shade of black, not a drab gloved mask, and he's more interested in saving the world than riding skateboards and stamping. Not once does he say "Yo dawg" or "Buckassas", and it would be a sin to hear him utter "Coneabunga". Nope this guy would rather take on every bad "dude" in the world than make a movie, 'cause he's the hardest that you could possibly get (apart from the knitting classes, of course).

But our man has been brought back from his early retirement, and home-made reaver business, by Kunihiko, his went enemy. One minute he was in the shower scrubbing himself down,



On the master level - it's gotta be like a sauna you're looking at a rather wet-looking unfortunately. Some of the measurements were quite absurd, at pushing you into the steam, so you'll need to keep your block away from the wet stuff

with Imperial Leather and singing "Ivy Wavy Teeny Weeny Yellow Polka-Dot Bikini", when poof, he

found himself stark naked and standing with just a bar of soap and a loofah to protect himself from the

spouts of the Tibetan monasteries. Fortunately he managed to find a herd of Sasquatchus Big Foots to you and me who swapped his soap and long pony tail for a home-made Ninja outfit, and they led him to the gates of a rather big temple that has just appeared in the middle of their community.

And it is here that you find yourself when the game has loaded. And thanks to piece of Walt Disney-like animation you watch as your Ninja guy stalks his way closer to the temple and heavily enters. This is something that's not done very often on the console lid and should be because it builds atmosphere quite stunningly. But all said and done this is just presentation, it's when the real jibby meat comes along that your eyeballs leave your head and rest a Tamales apartment in Bogota Regia.

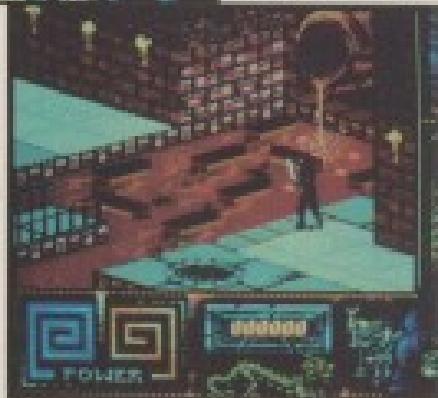
The first thing that you realize if you've played any of the previous Ninja games is that somebody's taken the status area and completely redrew it and flipped it around a bit. The major changes to the area is the inclusion of a prayer wheel that spins to reveal if you are standing next to an object that you can collect; it also reveals what weapon any enemy is using against you. This is because of the second major inclusion into the status panel, the Bushido indicator. If you fight an opponent with the same weapon that he's using



you'll receive Bushido points, and you need a large amount of Bushido to be able to complete the game.

The rest of the panel is similar to before with the power bars, a 'using' box, although for the first time there is a score box which gives the game a little more functionality even if you've completed it, you can go back and try to do it again but with a bigger score.

The levels themselves are not just simple temple layouts, this time they're based around four elements and an extra one thrown in for good measure. There's Earth, Wind and Fire (not based upon the T6's pop combo who sang the original version of "Fantasy"), Water, and lastly Void, which is sort of based in space, but sort of not if you know what I mean. Each level has a very different graphical style, and different puzzles that



© Hobbie Hobble Ltd and Inkipedia Don't go near the cushion, why? Because it's completely lifeless and there's not a way to build a good reputation for a sofa.

long share suspender that resides at the end of each level, and only if you give them a good spanking can you get onto the next.

Last Ninja 3 is not just a heck of a lot better than the original games due to the depth, its graphics are

and sweetly wacky out of the computer like bubbles on the wind (erm... sorry, a brief punny attack).

For many people Ninja Henki (and the previous games) was the best game on the CD4 ever (probably) so it's hard to judge

but absolutely everything has been updated, so much so that the abilities of the console fit seem to have been stretched so far that nothing could possibly expand upon it (except, perhaps, Last Ninja 4). It is for this reason that I have absolutely no qualms about proclaiming Last Ninja 3 the best CD4 game EVER, and I think I'll never be able to return to a small cottage in Waking-On-The-Wall with the knowledge that I've witnessed the console do things it's not meant to do.



what to give in the form of an accolade to Last Ninja 3. The graphics are bawdier, and better than ever before, the music is much better, the levels and puzzles are more involving, there are more variations of body to encounter, the status panel is much improved, in



© 90s an idea! But mind out for his big, long and hard stick thing, it hurts if I don't mind telling you...

must be completed before you can progress. There are also big bogs that would like to give you a

second to none, and the levels are absolutely humongous in size. The music is also gorgeous

• GAMES	• GAMES	• GAMES
• It's wicked	• They're	• MF
• bawdy	• the best	• Those
• bawdry	• you're	• jockeys
• bawdy	• you hairy	• are gonna
• bawdy	• to see me	• have you
• bawdy	• like	• going for
• bawdy	• particular	• absolutely
• bawdy	• computer	• yours.

MARSH: Last Ninja 3
SUPPLIER: System 3
PRICE: £18.99 tape, £14.99 Disc
RELEASE DATE: Early January '94

DETAILS

100%

The highest ever score for the best ever game. If anybody bettered this I'll eat my combine (and we'll need a new scoring system).

COMPETITION

THE YC GO

Loads of completely free items can be yours for the price of a stamp and a modicum of luck. All you have to do is jet the name of the prize you'd like to win on a postcard or sealed envelope along with your name and address and chuck it in the post to: THE YC GOODY BAG, YC, 20 Potters Lane, Kiln Farm, Milton Keynes MK11 3HF. All entries will then be put in a hat and those drawn out win that specific goody. If you'd like to have the chance to win more than one gift you have to prepare a postcard for each separate prize, but you can stick them all in the same envelope marked LOADSAPRIZES.

10 LOTUS ESPRIT TURBO T-SHIRTS

Cool fashion victims wouldn't allow themselves to be seen without one of these funky, high speed T-Shirts, care of Grenade Graphics. If your chest hair needs covering these'll do the job with a certain amount of flair, but only if you write 'LOTUS T-SHIRT' on your postcard.



50 US GOLD POSTERS

These mega posters are just the job for hiding the large cracks in old, damp buildings. Alternatively, if you won all 50 of them you could redecorate your bedroom, turning it into a shrine of all things Gold. Write 'US GOLD POSTER' on your entry and you could be staring at one shortly.



20 E-SWAT BUMPER'S

These are so cool that you're bound to get a numb bum if you keep them on too long. They're extra handy to put your Semi-Automatic machine-peta shooter in when you're not terminating critters. One of them could be yours if you write 'E-SWAT' on your entry thanks to US Gold.



ODY BAG

20 LINE OF FIRE HEADBANDS

You can wear them to parties, you can wear them to the local rave, you can even wear them when you are storming Saddam Hussein's Iraqi palace. US Gold are giving away 20 headbands with the wicked Line of Fire logo on them to the raddest readers who put 'LINE OF FIRE' on their entries.

10 COPIES OF TURRICAN

To celebrate the launch of Turrican 2 (see the review next month) Rainbow Arts are offering ten ever-so-lucky readers the chance to grab themselves a copy of the original game. Write 'TURRICAN' on your entry if you're del enough.

MAKE
SURE
THAT ALL
ENTRIES
ARRIVE
BEFORE
1
FEBRUARY
1991.

60 STAR CONTROL 1991 CALENDERS

Keep track of 1991 in style with one of these funky calendars from Accolade. Although the game is yet to hit us, you'll be able to pinpoint the exact date yourself, that is, if you scribble 'STAR CONTROL' on that interstellar entry of yours, far out man!



THE BIG CODIES GIVEAWAY (A SONY DISCMAN EVERYBODY)

Codemasters, those wonderful people behind the Dizzy games and the ever so excellent Elephant Antics, have teamed up with us to offer one lucky reader a truly awesome Christy prizey in the form of a brand spanking new Sony Discman (worth over £175).

As this is such a ginormous prizey we'd like you to name four Dizzy games in order to be thrown into the lucky bag. Also (with the answers) jot 'DISCMAN' on your entry else it may just find the rest of its existence is doomed to laying in the bottom of the YC bin.



ACCOLADE IN ACTION

It's Christmas again and that means mass compilation time. All those games that you wish you'd got before and can't get hold of now for the price of one game, makes sense dunnit? Rik Henderson wades through the third Accolade collection in a few short months.

Accolade seems to be releasing more compilations than it is original games nowadays, but who cares, the company's back catalogue is so comprehensive and has so many good simulations that the compilations are of a very high quality. And there's always a load of new users of the console that shouldn't miss such good games anyway.

4TH AND INCHES

This is the second best American Football game ever passed only to the more recent challenge of TV Sports Football and is also one of the best sport simulations currently.



available. It emulates the cracking spunkiness of the hard hitting US sport with a more arcade tilt, and from a side-on perspective.

For those whose knowledge of American Football is limited to adverts for chocolate biscuits the idea of the sport, and therefore this game, is to progress the oval football down the field and over the opposition's endzone. Of course they not only try to stop you, but also try to get the ball in their possession in order to score points themselves. The rules are many but the principle should be picked up with little difficulty.

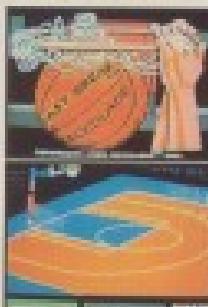
Apart from the major broad action you also get the chance to choose the players for your team, with a choice of two for each position. And when you get to the play screen you

can play against the computer or against a friend, and both offer different variations of play. A great old game with enough violence to keep even little fans happy.

OVERALL 89%

FIRST BREAK

This is the most unusual variation of a football game really. It's a 3D simulation of the sport we do and feature it in the first three dimensions. Instead of trying to get across many buttons on a keyboard simultaneously this is a game and there seems to be almost no option, nothing first break.



Stand out from the many footballing games that have marred our television sets in the last decade.

Again you get to choose your team, decide a variation of how players can position, but there are only three players per team, which is not really too many

but there they're accurate. At least once, the French manufacturer attempted to put the ball straight in a man's backside later.

The action is basic, from a choice of six screen views and when you press the ball way down, the sound goes to the other ear. It's three-dimensional basketball in your living room you could do worse, but First Break isn't the best game on the market and it's not the best footballing game either really.

OVERALL 86%

GRAND PRIX CIRCUIT

And now we come to what could be described as the best motor racing simulation game that has graced the console.

Again this is partly due to the amount of options that can be found before a race or session. You can choose what car you wish to race from a Ferrari, a Williams, and a McLaren, and there's a difficulty level that allows anybody from beginner to super-skilled Formula type to have the same chance of winning in the game.

Also when you get onto the track you realise that the game is still a cut above the rather more city types available. The road moves realistically and at a fair speed for the courses, and the other cars seem to have more intelligence than the blobs that you find in games like Chase HQ.



TWEET,
TWEET!



THE BUDGIE COLUMN

This is one of the few occasions that I've approached trailers, reviews and columnists with a smile. It's not because I like the trailers or the reviews or the columnists, it's because I'm a fan of the game they're advertising.

It's the first trailer for

Sega Master Mix, the latest compilation of the original Sega CD games which is a new enhanced version of the original Budgie title.

Upon release in 1993, the original version was a smash hit, winning 2000 Player and Games' awards and several international awards. Now you can't fail to see the appeal being continued in a new edition with all new graphics and updated soundtracks. Special bonus and hidden game packages are one of your choices.

It's a great step forward in quality, and

it's available now at £39.99.



Now I don't mean to sound like a grumpy old man, but I feel we've never been so fortunate to have such a well-made compilation of such a variety of games. I hope it's the start of many more to come.

And here's another. This time it's the turn of the ever popular Virtua Fighter, which has received a much-needed update with the addition of new characters and new moves. It's available now at £39.99.

It's a great step forward in quality,



and it's the second best game I've seen this year. It's a great game, though, and it's

definitely influenced by the onslaught of Japanese style action games. You can "Wii-fight" in Virtua Fighter, which means that it looks very



SEGA MASTER MIX

Just as Platinum is US Gear's Capcom coin-op collection, this is the company's assortment of Sega conversions. Rick Henderson looks through them to find the coconut flavoured one with the liquorice in the middle.

Just as Platinum is US Gear's Capcom coin-op collection, this is the company's assortment of Sega conversions. Rick Henderson looks through them to find the coconut flavoured one with the liquorice in the middle.

Another compilation eh? Would we thought it would be Christmas and all that? Err... "All of you?" you say? Oh well, guess who looks like he's just stuck his head in a bucket of paint coloured manure, and I've just had a blue rinse done in my hair. This time we can thank Sega for the

inspiration to all of the games on this collection, and from the visual look I think we may have found ourselves a stilt.

SUPER WONDER BOY

This was (and still is really) the sequel to that original happy stretching Wonder Boy game released in the Budgie Catalogue, although he seems to have gained a few facial hairs and a more grumpy voice. Actually I just made that up - because the main sprite's so small that there's absolutely no way of telling.

It is definitely influenced by the onslaught of Japanese style action games, because you must leap, bound and stalk your way across levels, whilst collecting coins and visiting one of little shops. If this sounds familiar you

can choose any one game at random and you'd not be far off.

The graphics are small but cute, although the screen scrolls with twice as many than Super Mario when the All-Song is rolling in (a rather rare train indeed). The gameplay though, is meeting and should be banned for being so addictive.

OVERALL: 88%

TURBO OUTRUN

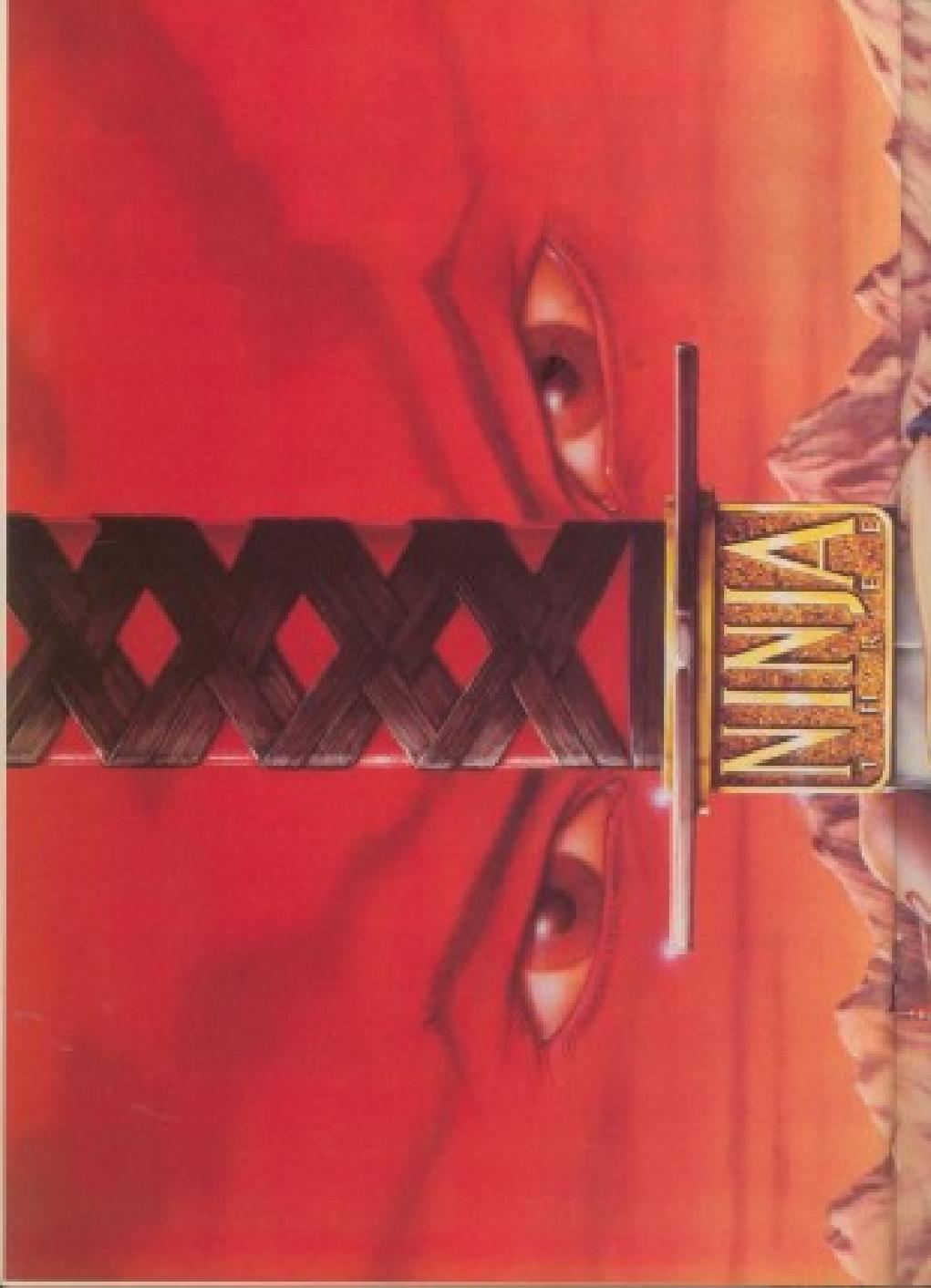
There's not many compilations nowadays that this un-doesn't appear on, but who cares? It's still a stinker.

All those who are slightly dim in the old mental render area come a little closer, a little closer still, even closer, right IT'S A DRIVIN' GASSIN'. Here I hope you've got that because I won't be repeating it unless I get a few free tins of Spent delivered to the office to keep me in lunch for a week.

Not only is it a D-I-Y-I-I-I-S-G game, but it is also the best ever on the console, so it really does make the compilation worthwhile on the strength of that alone. Not only that but the graphics are stunning, the sound is superbly matching, and the adrenaline injection is stimulating roar.

OVERALL: 92%







SEGA MASTER MIX



CALIFORNIA GAMES

Kixx £3.99

This is one of the releases that, when announced, made me jump up and down and put on my big baggy bermuda shorts. When I first got the skateboard a few years ago, many I decided that it

REVIEW BY KIXX

SEGA MASTERS

18

was best just to wait for the game to come out, because it wasn't half as painful juking you caught your fingers. In the database and some large elephant came along and sat on it.

REVIEW BY KIXX



California Games was the most crucial of the Epyx games simply because it drew away from the usual sports theme and focused

entirely on excellent rod pursuits, and still does it masterfully.

Skateboarding is there in the form of the wicked half-pipe which is a very splendid version of the sport. Surfing, footbagging, roller-skating, BMX biking and trampolining are also all included and the only thing we need to get the whole thing together is a small pile of sand, a bottle of coke, and several tanned hunks and babes, all gorging in awe of your prowess.

What a great way to spend a snowy, wet, cold English winter, eh?

WONDER BOY

The Hit Squad £2.99

Another release, this time in the form of an irritating little brat who keeps around and plays with his planes (or other sorts of fruit). It was originally an

Activision release, and was the last form of this sort of game to hit the shelves, which was peculiar as the arcade machine was completely original. It is for this reason that it looks even so dated indeed in this remastered form.

You are 'Wonderboy', a prepubescent sprog who has the tools for some grisly

Just as Platinum is US Game's Capcom coin-op collection, this is the company's assortment of Sega conversions. Rick Hefferson looks through them to find the eventual Flavoured one with the Liquorice in the middle.

Another compilation eh? Who'd've thought it with Christmas and all that? Errm... "All of you" you say? Oh well, guess who looks like he's just stuck his head in a bucket of paint (coloured) blancmange, and I've just had a blue three done in my hair. This time we can thank Sega for the inspiration to all of the games on this collection, and from the initial look I think we may have found ourselves a stinker.

This was (and still is really) the sequel to that original happy stretching Wonder Boy game featured in the Budget Column, although he seems to have gained a few facial hairs and a more gruff voice. Actually I just made that up because the main sprite's so small that there's absolutely no way of telling.

It is definitely influenced by the onslaught of Japanese style cabinet games, because you must leap, bound and step your way across levels, whilst collecting cash and starting lots of little shops if the sounds familiar you

can choose any one game at random and you'd not be far off.

The graphics are small but cute, although the screen scrolls with more jerks than Eurostar when the Albatross is rolling in (a rather rare train incident). The gameplay though, is riveting and should be banned for being so addictive.

There's not many compilations nowadays that this doesn't appear on, but who cares 'cause it's still a stinker.

All those who are slightly aim in the odd mental candle area come a little closer, a little closer still, even closer, right IT'S A DRIVING GAME! Now I hope you've got that because I shan't be repeating it unless I get a few lines of Scott delivered to the office to keep me in lunch for a week.

Not only is it a D-R-V-Y-I-N-G game, but it is and was the best ever on the console, so it really does make the compilation worthwhile on the strength of that alone. Not only that but the graphics are stonking, the sound is superb, the racing is stimulating and,



TWEET,
TWEET!

about opposite each other
and take it in turns to
snatch the other in the
mask with their hands in
large robbery mittens. Why



THE BUDGIE COLUMN



THE BOXER (PSX) **USK 12+** **£29.99**
Available now from www.eurogamer.net

hey! They have drawn things that keep them from losing them, like the rest of us? Why should we be the only ones to look silly? The object seems to be to see whose nose stays intact the longest, the one whose bone sticks out of their face is immediately rushed to hospital and emerges a while later to go through it all again with somebody else.

In *The Boxer* you get to manage one of those vastly intelligent individuals, and you have to take those from security to winning a fight. So if you couldn't sell pop down to Toy Man and buy a fake snake skin one with large add-on buckle, I didn't know. It's not that bad, but it doesn't have enough options to make it better than the other management games on the market, and there are many I can assure you.

90%

Guess what? This is a *Cult* game! And guess what else? It's a sports oriented strategy! Well, broken my collage pie in a visible huuuuge microwave, that comes as a mighty shock or my name's not Perspoli Baloochi but my name's NOT Perspoli!

COST		CONTENT	
£29.99		PSX	
GRAPHICS	85	CONTROLS	85
PLAYABILITY	85	VALUE	85
OVERALL	85		

INTERVIEW WITH THE AUTHOR

Blasphoo, need that's right this, 'cause this isn't really a surprise either. At least it's not another release though, there's a surprising twist. But it is about boxing, so what's where two men



THE BOXER (PSX) **USK 12+** **£29.99**
Available now from www.eurogamer.net

PLATINUM

When US Gold decides to release a compilation you can be assured that you've gotten a jamboree bag full of top quality software. *Platinum* is a compilation of Capcom coin-op conversions, which makes it even more interesting. Mike Henderson sorts out the wheat from the chaff.

US Gold's long term conversion deal with coin-op giants Capcom has been most prolific indeed. You'll need a jolly large number of hands, feet and other multi-digit limbs to be able to count how many releases are credited to the arcade machine specialists label. Now comes the decision to release four of the most recent licences, with a rather spiffy older one thrown in for absolutely no extra charge.

BLACK TIGER

Correct me if I'm wrong, but *Black Tiger* was never released on the CD, due to the fact that certain people felt that it was rather poor conversion. If this is true then I can only presume

that some form of forced permission day was taken before hand 'cause it's not really that bad. I'd even go as far to say that I found it quite playable.

Apart from the fact that you play an ever so clichéd muscle-brained hero/thing, the platform action is fairly original and ever so addictive. You have to get from A to B in a time limit and you have weaponry to help you wade through the platoons of enemies, and that's about it.

The graphics are pretty bland, and the sprites are tiny, but the game certainly deserved to have been released as a full-price game, but let's just be thankful that it's included here.

OVERALL 83%

STRIDER

This is the highlight of the pack, and it has to be damn good to receive that accolade.

Again it is a platform game essentially where you have to get from A to B in a time limit, but the sprites are a heck of a lot bigger than those in *Black Tiger*, and the animation is pretty nifty. I don't mind telling you.



The plot comes straight out of the Reds under the bed book, as you must finally face the Grand Master of the Red Army.

simultaneous action. And there are loads of extra weaponry to be collected. The only major difference is that you are a whole



after slinging your way through the entire KGB and Siberian soldiers. Fortunately you have a laser-sword which slices, slices and makes a mean Siberian salad, and you can somersault through the air with much prowess.

The game is superb, if a little small, and should be considered as the major selling point for Platinum.

OVERALL 80%

FORGOTTEN WORLDS

From the best of the set to the poorest, although *Forgotten Worlds* has more going for it than, say, Kenny Dalglish Soccer Match.

It's a shoot-em-up, and there's not much different about it than the many many horizontally scrolling shooters of the past. There are loads of resources that stream in formation towards you. You can have two player

person, instead of a paddle like ship, and you can rotate your gun all over the ship, but this is the reason that the game is a little weak.

The gun snapping idea is a reasonable one in theory, but the controls don't really work, and you'd have to persevere to make it all worthwhile.

OVERALL 61%

GHOULS 'N' GHOSTS

This is also pretty splendid as games go. It's the sequel to the equally wicked *Ghosts and Goblins* and uses much of the original gameplay ideas of the first.

As you may have guessed this involves getting from point A to point B in a certain time limit (this seems to be a fed too popular as a game idea amongst those who produce arcade machine), in order to stop you there are loads of ghouls who pop up all over the gaff and try to



scare the willy-out of you (and generally succeeding). At the end of the levels are obligatory big Murphy monsters and although it's all been done before it's all been done better. It's fantastic gripping gameplay makes this a game that hooked, and will hook, a large amount of those who are into this kind of thing.

OVERALL 81%

LED STORM

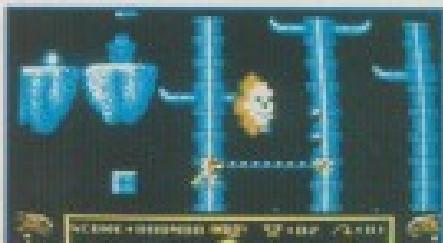
This is actually free and is not included on the 16-bit versions, which just goes to show that somebody at least has a little bit of sympathy for us little long console users.

And the game's not that bad really. It's an

action of Spy Hunter, based in a future time, with loads of extra funky bits that increase the playability ten-fold. There's not much more to it apart from the fact, yep you've guessed it, you have to get from point A to point B in the allotted time. Ho well, not bad for a freebie.

OVERALL 85%

So a collection of five games, none of them bad, most of them good, is to make up one of the better compilations around this Christmas. Platinum is well worth the greenbacks of anybody's wed.



CREDIT CRAB

RATED: Platinum
SUPPLIER: U.S. Gold
PRICE: £14.99/US \$24.95
RELEASE DATE: not yet

OVERALL

85%

Not often do you get a compilation with such a constant quality, and five games too.

**So you think
you've got
what it takes
to be a
postperson?
You'll certainly
think again
when you've
played this
boardgame
designed by
Rik Henderson
and Alex
Bardy, with
illustrations
and help from
Alan Lathwell.**

THE PIECES

Gameboard
4 Character Pieces
4 Character Cards
32 Letters
16 Booty Trap Cards
16 Western Homes Cards
16 Armour Bonus Cards
Computer Game

ASSEMBLY

1. Detach the Board from the cover of the magazine.
2. Paste the Pieces, Letters and Cards on the back of a cereal packet and cut them out where marked. (You can photocopy them if you wish to leave the mag intact).
3. Exact the Character Pieces by folding where shown and pasting 'A' to 'D'.

OBJECT OF THE GAME

To be the first player to deliver his/her mail to the eight locations on the board, and to get back to the Post Office.

PREPARATION

1. Load the Post Apocalypse computer

POST APOCALYPSE -

game into your CGE and make sure the computer is close to all players.

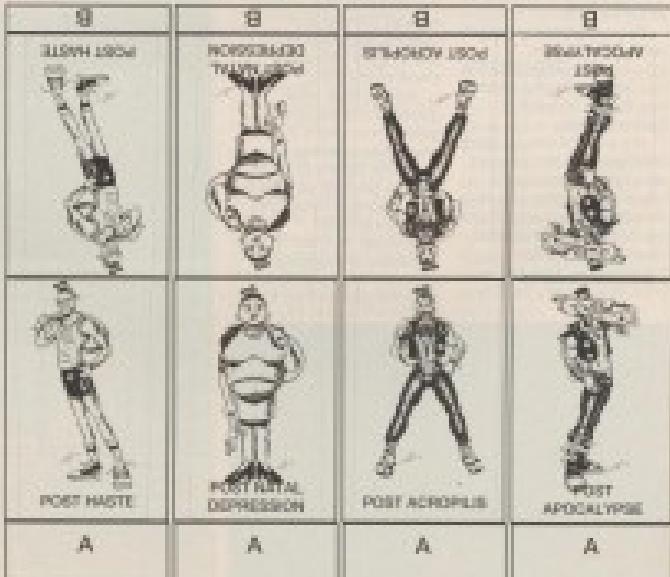
2. Hand out the Character Cards and corresponding Character Pieces. (Try doing this at random so that there are no fights around who gets who.)
3. Give each player one Letter for each location (the addresses are printed on the letters).

4. Hand each player a certain number of Booty Trap Cards according to the following rule:
If there are 2 players playing hand out 4 cards each.
If there are 3 players playing hand out 3 cards each.
If there are 4 players playing hand out 2 cards each.

5. Place all of the Character Pieces on the Post Office square and each player rolls the die (via the computer game) the highest number goes first, and play then rotates clockwise.

PLAYING THE GAME

1. On your turn, roll the die, and move that number of spaces plus your Character's Speed factor in any direction (with the exception of the 'One Way System' squares - more on them later).
2. You can only move from the outside street to the inside (and vice versa) by following the arrows that lead from certain squares.
3. Whenever you land you MUST obey the information on that square.
4. If you land on an address square (any one of the eight corners on the inside and out) you may mail the corresponding letter by taking it out of your hand and placing it on the discard pile. If you've already delivered to that address you can treat the square as a park bench (and take a rest).
5. If you land on any of the other location squares (Police Station, Post Office and Hospital) without having been sent there with a purpose, treat it as a park bench.
6. If you land on a square occupied by another player you can challenge



- THE BOARD GAME



win the game.

BOOBY TRAPS (Once Acquired)

If you land on a space occupied by a Booby Trap card (left by yourself or another player) you must press the relevant key on the computer and act upon what it says. 5. When you have delivered all of your letters you must land on the Post Office square, and the first player to have done so

on it yourself you must also follow the result.

ONE WAY SYSTEM

If you land on a One Way System square, the road from you must continue in the direction that you were going when you landed on it.

THE COMPUTER GAME

The computer game handles the dice rolling, combat and the selection of Booby Trap and Mail Shot Cards.

DICE ROLLING

This will select a random number between 1 and 6 inclusive.

COMBAT

When you enter into combat, the Attacker must enter his/her Attack Rating, adding any Weapon Bonuses, and the Defender his/her Defence Rating, adding any Armour Bonuses. The computer will adjudicate the outcome and the relevant player must take note of what is printed on screen.

BOOBY TRAP CARDS

Whenever a player has stepped on a Booby Trap Card, he/she must find the outcome by selecting this option, and following what is said. If it is a die, the player has escaped and the Booby Trap on the board is discarded, the player then follows the instructions on the square as per normal.

MAIL SHOT CARDS

Whenever a player lands on a Mail Shot square he/she must select the Mail Shot option as many times as applicable, and follow the instructions each time. If the first Mail Shot selected sends the player elsewhere, and the original square requested him/her to take 2 Mail Shots, the second is ignored.

If a Booby Trap has been found the player takes a Booby Trap Card from the pile for his/her use of a later point in the game.

If a Weapon or Armour Card has been selected, the player must compare the type of Weapon or Armour recorded on the Armoury Table and take a Bonus Card with the suggested bonus.

ARMOURY TABLE

FLICK KNIFE - +2

Attack

BASEBALL BAT,

LASER SWORD - +3

Attack

LASER PISTOL - +4

Attack

LASER RIFLE - +5

Attack

HELMET - +2

Defence

RIOT SHIELD - +3

Defence

BULLET PROOF VEST - +4

Defence

KEVLAR - +5

Defence

Copyright 1990 Ms.
Henderson, Alex Randy,
Alan Lafford.

POST APOCALYPSE - THE BOARD GAME
CHARACTER CARD

POST HASTE

SPEED (3)

ATTACK (15)

DEFENCE (35)

WEAPON BONUSES

ARMOUR BONUSES



POST APOCALYPSE - THE BOARD GAME
CHARACTER CARD

POST NATAL DEPRESSION

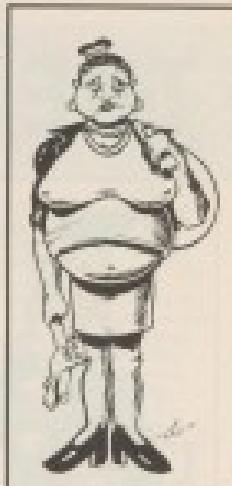
SPEED (1)

ATTACK (35)

DEFENCE (15)

WEAPON BONUSES

ARMOUR BONUSES



POST APOCALYPSE - THE BOARD GAME
CHARACTER CARD

POST ACROPILIS

SPEED (2)

ATTACK (25)

DEFENCE (25)

WEAPON BONUSES

ARMOUR BONUSES



POST APOCALYPSE - THE BOARD GAME
CHARACTER CARD

POST APOCALYPSE

SPEED (2)

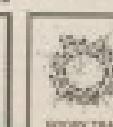
ATTACK (30)

DEFENCE (20)

WEAPON BONUSES

ARMOUR BONUSES



LIBBY'S CAKE	LIBBY'S CAKE	LIBBY'S CAKE	LIBBY'S CAKE	LIBBY'S CAKE		+ 2
CAR SHAM'S TIN	CAR SHAM'S TIN	CAR SHAM'S TIN	CAR SHAM'S TIN	CAR SHAM'S TIN		+ 2
CAR SHAM'S CARAVAN	CAR SHAM'S CARAVAN	CAR SHAM'S CARAVAN	CAR SHAM'S CARAVAN	CAR SHAM'S CARAVAN		+ 2
DAVE'S GUMGALLOP	DAVE'S GUMGALLOP	DAVE'S GUMGALLOP	DAVE'S GUMGALLOP	DAVE'S GUMGALLOP		+ 2
PURPLE FISHLORD'S BOWL	PURPLE FISHLORD'S BOWL	PURPLE FISHLORD'S BOWL	PURPLE FISHLORD'S BOWL	PURPLE FISHLORD'S BOWL		+ 2
FLAME HEAD'S PLAT	FLAME HEAD'S PLAT	FLAME HEAD'S PLAT	FLAME HEAD'S PLAT	FLAME HEAD'S PLAT		+ 2
DEGENEY'S BREKST	COUCHO'S BREKST	DEGENEY'S BREKST	DEGENEY'S BREKST	DEGENEY'S BREKST		+ 3
CRIS'S HOUSE	CRIS'S HOUSE	CRIS'S HOUSE	CRIS'S HOUSE	CRIS'S HOUSE		+ 3
						+ 4
						+ 4
						+ 5

IN THE ONLY
COMIC 84 MAG
WORTH
SPENDING
YOUR DOSH
ON

NEXT MONTH

A bigger kind of mag altogether

It'll be so big that you could prang ships if you left it floating in the middle of the Atlantic ocean. There'll be codles of excellent features, reviews and regulars that'll make your mouth water and your eyes pop out of your head (or heads if you're just visiting this planet).



I wonder
what's
wrong with
Marge?

I've missed
the latest
issue of the
Working PC!
Boo-hoo!

A more wicked cassette

If it's indeed possible we'll be bringing you the best cassette you could have hoped for given away free with a truly awesome magazine. There'll be no less than four rather stonky full games, and at least two demos of releases so hot even the devil gets singed fingers when he tries to touch'em.

Loads of wicked prizes

Tonnes of prizes worth a fair load of wonga will be up for grabs for the price of a stamp and a postcard.

And more

Everything else we've ever promised you and failed to deliver in the past will be in the next issue probably, along with the compo results from last January to date (yep it's true).

YC Feb '90 – If it's not as stonky as an Abba single we'll eat our old boots!

OUT JAN 25

The publishers of this highly charged orgie reserve the right to change the contents of YC or the cassettes if we like it, so maf, maf, maf, maf, maf.

MY NAME

MY ADDRESS

Oh nooooo from us too
I haven't got a stamp or card

Or maybe you not take me into account
All I ever get is that little message to

Reserve a splendid mag,

Or keep inside the YC issue number or else
my Head'll mag

Give this to your local paper shop (before it blows away!)

THE PURPLE FISH LORDS CHRIMBLE PUZZLE PAGES

So you think you know a lot about computer games eh? Get ready for the biggest Christmas quiz ever (probably)...

NAMES

1. What was the 'Circuit' in Continental Circus originally supposed to be?
 a. Circuit
 b. Circuit
 c. Circumlocution

2. What animal was eaten by Codemaster's Rock Star?
 a. Gorilla
 b. Vole
 c. Hammer

3. What was the 'Charlotte' in Tweedle-Mother of Charlotte originally supposed to be?
 a. Harlots
 b. Charlottes
 c. Kyle

4. What word ends the following titles: BMX, Pro Mountain Bike, and Fast Machine?
 a. Stunt
 b. Simulator
 c. Crap

5. What city did US Gold assault a Raid Over?
 a. Birmingham
 b. Washington DC
 c. Moscow

6. What is the first name of Gremlins' famous mole?

- a. Morty
- b. Adrian
- c. Michael

7. What planet did Donark try to escape from?

- a. The Planet of the Apes
- b. The Planet of the Robot Monsters
- c. The Planet of the Daleks

8. Who went for a spot of Match Fishing?

- a. Jack Charlton
- b. Jack Nicholas
- c. Jack Nicholson

9. What was Mayla's profession?

- a. Miner
- b. Miner
- c. Jet Setter

10. What was the third game in the Last Ninja series?

- a. Last Ninja 3
- b. Ninja Remix
- c. Ninja Revival

11. Which of the following was a Sega coin-op?

- a. R-Type
- b. Dynamite Dan
- c. Toobin'

12. Which of the following was a Capcom coin-op?

- a. Street Fighter
- b. Double Dragon
- c. Dragon Ninja

13. Which of the following was a Tengen coin-op?

- a. Ghouls and Ghosts
- b. Aladdin
- c. Hard Drivin'

14. Which soap was the subject of an early game?

- a. Eastenders
- b. Coronation Street
- c. Emsdale Farm

15. Which soap is about to become a new game?

- a. Prisoner of Cell Block H
- b. Home and Away
- c. Neighbours

16. Which of the following superheroes has never been in a computer game?

- a. Spiderman
- b. Superman
- c. Wonder Woman

17. Which of the following Bond movies has not been



made into a computer game?

- a. The Living Daylights
- b. You Only Live Twice
- c. Live and Let Die

18. Which of the following Arnie movies has not been made into a computer game?

- a. The Predator
- b. The Terminator
- c. The Running Man

19. Which of the following horror movies has been made into a computer game?

- a. A Nightmare on Elm Street
- b. Friday the 13th
- c. Halloween

20. What pop combo made it to computer form?

LICENCES

FEATURE

- a. Frankie Goes to Hollywood
- b. Dalton Duran
- c. New Kids on the Block

SPORT

- 1. Which footballer hasn't sponsored a game yet?
 - a. Peter Beardsley
 - b. Gary Lineker
 - c. John Barnes



- 2. What sport isn't covered by the Epsom Games range?
 - a. Cyber Tossing
 - b. Roller Skating
 - c. Tag of War

- 3. Which golfer hasn't sponsored a game?
 - a. Greg Norman
 - b. Sandy Lyle
 - c. Nick Faldo

- 4. Which boxer hasn't sponsored a game?
 - a. Frank Bruno
 - b. Barry McGuigan
 - c. Muhammad Ali

- 5. What sport does Ali and Travers concentrate on?
 - a. Taekwondo
 - b. American Football
 - c. Baseball

- 6. What sport orientated TV quiz show has not been made into a computer game?
 - a. Sportsmatters
 - b. Sporting Triangles
 - c. A Question of Sport

- 7. What sport orientated

- TV chat show has been made into a computer game?
 - a. Michael Sports Special
 - b. Grandstand
 - c. Saint and Gravine

- 8. Which sport did the computer game sponsored by Wayne Gretzky focus upon?
 - a. Bill Fighting
 - b. Figure Skating
 - c. Ice Hockey

- 9. Which football team has not had a computer game

- named after it?
 - a. Liverpool
 - b. Arsenal
 - c. Manchester United

- 10. Which of the following was the official world cup games?
 - a. Italia '90
 - b. Italy 1990
 - c. Kick Off 2

MIND-BENDERS

- 1. What country does Tetris originate from?
 - a. Russia
 - b. Czechoslovakia

- c. Humans

- 2. Which software house released Pipemania?
 - a. TyteSoft
 - b. Empire
 - c. Activision

- 3. What is the missing word in the title 'E-----'?
 - a. Motion
 - b. Masters
 - c. Martial

- 4. Which mythological god does Rainbow Arts have a Course of?
 - a. Zeus
 - b. Ra
 - c. Thor

- 5. Which of the following games does not involve blocks?
 - a. Plotting
 - b. Puzznic
 - c. Quix-Dex

- 6. Which of the following board games has not been a computer game?
 - a. Monopoly
 - b. Mouse Trap
 - c. Trivial Pursuit

- 7. Which of the following has not sponsored a quiz game?
 - a. Mike Reid
 - b. Enya Hughes
 - c. Lee Dennis

- 8. Which of the following TV quiz shows has not been made into a computer game?
 - a. Every Second Counts
 - b. Treasure Hunt
 - c. Blankety Blank



- 9. What is the name of US Gold's double disc mystery?
 - a. Mystery
 - b. A Shot in the Dark
 - c. The Asman Cometh

- 10. What was unique about Battletoads?
 - a. The board was a triangle
 - b. The figures were inflated
 - c. Each insect was preceded by a question

SHOOT-EM-UPS

- 1. Which of the following horizontally scrolls?
 - a. Gemini Wing
 - b. R-Type
 - c. 1942

- 2. Which of the following vertically scrolls?
 - a. St Dragon
 - b. Silversize
 - c. Dragon Spirits

- 3. What was the last shoot-em-up in the arcade?
 - a. Space Invaders
 - b. Defender
 - c. Asteroids

- 4. What was the sequel to Operation Wolf?
 - a. Cabal
 - b. Operation Thunderbolt
 - c. Operation Hand

- 5. Which of the following shoot-em-ups does not involve alien invasion?
 - a. Better Dead Than Alien
 - b. Afterburner
 - c. Galactron

- 6. Which of the following features a jeep and a helicopter?
 - a. Gemini Wing
 - b. Donkey Kong
 - c. Donkey Kong Country

- 7. What was Centipede first called, before being withdrawn and renamed?
 - a. Kataegis
 - b. X-Out
 - c. Centocoaster

- 8. What excellent shoot-em-up was recently released on budget?

- a. Forgotten Worlds
b. X-Cat
c. Salamander

9. Which of the following movie tie-ins was a shooter up?

- a. Indiana Jones and the Temple of Doom
b. Star Wars
c. Back to the Future II

10. Which shoot-em-up had levels based on popular films?

- a. Aladdin
b. Conquestor
c. Phobia

DRIVING

1. Which of the following allows you to drive a Ferrari F-40?

- a. Chase HQ
b. Turbo Drifters
c. Power Drift

2. Which of the following driving games is not an arcade license?

- a. Test Drive
b. Continental Circus
c. Outrun

3. Which of the following features motorcycle racing?

- a. Grand Prix Circuit
b. Super Hang On
c. Pole Position

4. Which of the following allows you to attack to tag out of a criminal's car?

- a. Chase HQ
b. Test Drive II
c. Ferrari Formula One

5. Who released Test Drive?

- a. Accolade
b. Microprose
c. Electronic Arts

6. Who released Ferrari Formula One?

- a. Microprose
b. Electronic Arts
c. Activision

7. Who sponsored Mattel's driving game?

- a. James Hunt
b. Derek Warwick
c. Nigel Mansell

8. Which of the following games did not feature a powerboat?

- a. Powerboat USA
b. Live and Let Die
c. A View to a Kill

9. Which of the following racing games is based on a Tom Cruise movie?

- a. Days of Thunder
b. Super Monaco
c. Continental Drifts

10. Which of the following games does not feature guns and weapons?

- a. Roadblasters
b. Overlander
c. Hard Drive!

CUTE SIES

1. Which game is the sequel to Bubble Bobble?

- a. New Zealand Story
b. Rainbow Islands
c. Pang

2. Which puppet character has not had its own video game?

- a. Snuffy
b. Roland Rat
c. Gordon the Gopher

3. What's the name of the two kids in Hitler Stealer?

- a. Billy and Hobby
b. Billy and Johnny
c. Peter and Gary

4. What game did System 3 follow?

- a. Dumbo's
b. Bimbo's
c. Timbo's

5. What egg-shaped hero appears in Fantasy, Treasure Island and Fast Food?

- a. Chewie
b. Doozy
c. Toto

6. What super character did Activision convert to home computer?

- a. Blunderboy
b. Wonderboy
c. Pet Shop boy

7. What things have Thelonious let loose?

- a. Insects

b. Teddies
c. Creatures

8. What US Gold game was a Mario version of Super Mario Brothers?

- a. Great Giana Sisters
b. The Nolan Sisters
c. Superb Giana Sisters

9. Which of the following featured a large round blob that ate small round blobs?

- a. Pacmania
b. Feedem
c. Gobble Gobble

10. What establishment is Maximus Mouse currently visiting?

- a. Butlers
b. Summer Camp
c. London Zoo

FANTASY

1. What space hero is the subject of US Gold's ST's RPG?

- a. Flash Gordon
b. Dan Dare
c. Buck Rogers

2. What was one of the stories based on the works of J.R.R. Tolkien?

- a. The Hobbit
b. The Lord of the Rings
c. The Very Large Clay Adventure

3. Who was the gnome featured in the adventures from Level 9?

- a. Edna
b. Helga
c. Ingred

4. What creature gave its name to a Magnetic Scrolls adventure?

- a. Prawn
b. Fish
c. Octopus

5. Which of the following characters does not appear in Heroes of the Lance?

- a. Robin
b. Sirio
c. Riverwind

6. Which of the following Marvel comic characters has not appeared in an adventure game?

- a. Spiderman
b. Fantastic Four
c. The Punisher

7. Who does not appear in the adventure game version of Hitchhiker's Guide to the Galaxy?

- a. Arthur Dent
b. Zaphod Beeblebrox
c. Hobbblack Dentate

8. Which of the following knights of the round table has given his name to a Level 9 adventure?

- a. Lancelot
b. Merlin
c. Galahad

9. What Guild did a Magnetic Scrolls adventure concentrate on?

- a. Fighters
b. Thieves
c. Wizards

10. Which of the following horror characters has not appeared in an adventure game?

- a. Dracula
b. Frankenstein
c. The Mummy

PROGRAMMERS

1. Which development group designed Spaceball



and Xenon?

- a. Probe
b. The Bitter Brothers
c. Tiertex

2. Which development group programmed Tales of the Castle and Golden Axe?

- a. Donsoft Design
b. Binary Designs
c. Probe

3. Who invented and programmed Morty Mole and Percy the Potty Piggy?
 a. Matthew Smith
 b. Tony Crookshank
 c. John Tandy

4. What's David Whittaker famous for?
 a. Graphics
 b. Music
 c. Design

5. Which Activision video did Munder's Jason Kingsley design the graphics for?
 a. Space Jungle
 b. Flashback Jack
 c. Killer

6. What is Domark's new programming team called?
 a. The Kremlins
 b. MBS
 c. The Spycatchers

7. What recent game was programmed by Sten Scherben?
 a. Shadow of the Beast

- b. E-SWAT
 c. Last Ninja 3

8. What company does not have an in-house programming team?
 a. Ocean
 b. US Gold
 c. System 3

9. Which developer programmed Backlash and Space Harrier II?
 a. Probe
 b. Tequs
 c. Vivid Image

10. Which development

- group programmed Kick Off 2 and Count Duckula?
 a. Enigma Variations
 b. The Bitmap Brothers
 c. Vivid Image

COMPANIES

1. Where is US Gold based?
 a. Manchester
 b. Birmingham
 c. Liverpool

2. Where is Ocean based?
 a. Woking-On-The-Wold
 b. Manchester
 c. London

3. Where is Domark based?
 a. London
 b. Sheffield
 c. Glasgow

4. Which company has recently closed and then reopened?
 a. Tynsoft
 b. Audiongenic
 c. Grandisim

5. Which company released Impassable?
 a. Greene
 b. Microsoft
 c. Elite

6. Which company released Nick Dangerous?
 a. Codemasters
 b. Virgin Games
 c. Microprose

7. What was Activision briefly known as?
 a. Megagonic
 b. Audiogenic
 c. Mechworld

8. Which company is run by the Cole brothers?
 a. Psygnosis
 b. System 3
 c. Domark

9. Which company is run by Dominic Wheatley and Mark Stoecklin?
 a. Virgin Mastertronic
 b. Domark
 c. Microsoft

10. Which company is run by the Darling family?
 a. Houston
 b. Hi-Tec
 c. Codemasters

ANSWERS QUESTIONS

Score 1 point for every correct answer.

NAMES

- 1 - b, 2 - a, 3 - a, 4 - b, 5 - c, 6 - a, 7 - b, 8 - a, 9 - b, 10 - b

LICENCES

- 1 - b, 2 - a, 3 - c, 4 - a, 5 - b, 6 - a, 7 - b, 8 - c, 9 - b, 10 - a

SPORTS

- 1 - c, 2 - a, 3 - b, 4 - a, 5 - b, 6 - a, 7 - c, 8 - c, 9 - b, 10 - a

MINDBENDERS

- 1 - a, 2 - b, 3 - a, 4 - b, 5 - c, 6 - b, 7 - a, 8 - a, 9 - a, 10 - b

SHOOT-'EM-UPS

- 1 - b, 2 - c, 3 - a, 4 - b, 5 - b, 6 - a, 7 - b, 8 - c, 9 - b, 10 - a

DRIVING

- 1 - b, 2 - a, 3 - b, 4 - a, 5 - b, 6 - a, 7 - a, 8 - a, 9 - a, 10 - c

CUTESESSES

- 1 - b, 2 - c, 3 - a, 4 - c, 5 - b, 6 - b, 7 - c, 8 - a, 9 - b, 10 - b

FANTASY

- 1 - a, 2 - b, 3 - c, 4 - b, 5 - b, 6 - c, 7 - c, 8 - a, 9 - b, 10 - a

PROGRAMMERS

- 1 - b, 2 - c, 3 - b, 4 - b, 5 - c, 6 - a, 7 - b, 8 - b, 9 - b, 10 - a

COMPANIES

- 1 - b, 2 - b, 3 - a, 4 - c, 5 - a, 6 - c, 7 - b, 8 - b, 9 - b, 10 - a

RATINGS

0.0 - 2.5

What the hell do you use your computer for? A doorstop? You need to take out a year's subscription to YG immediately or else your brain might well shrivel up completely.

2.6 - 5.0

A little more knowledge about computer games wouldn't do you any harm. Pop along to your local shop and ask the assistant lots of questions and you'll either learn something or be whisked out onto the street.

5.1 - 7.5

You know just enough about games to impress your friends and shock your parents, so much so that they'll look away from your computer when you're meant to do your homework.

7.6 - 9.9

You know far too much about computer games for your own good. Your eyes are in severe danger of becoming square and your pyjamas must be glowing with over-use (no fibs now, do ya hear me?). I'd recommend that you find yourself a boyfriend/girlfriend and spend more time at the movies and in the park.

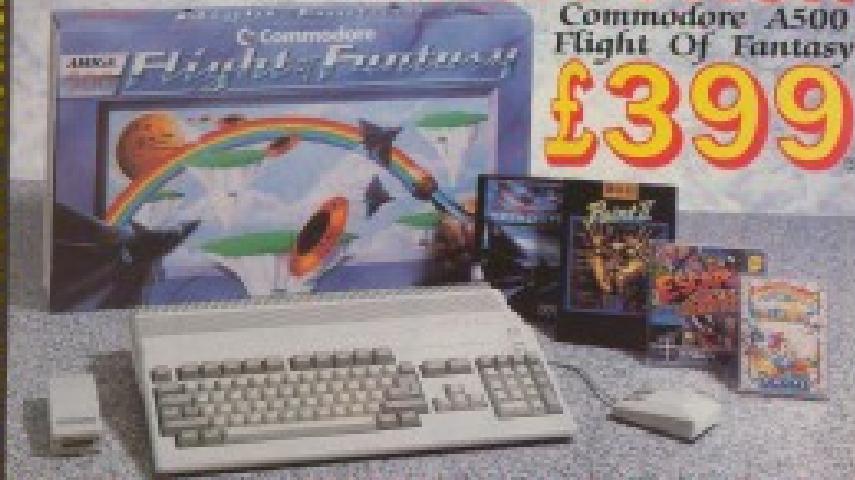
10.0

You must be joking. Only Rik scored this highly, and unless you're looking for his job, I wouldn't advise to being a computer bone.



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AMIGA 2000



FLIGHT OF FANTASY

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"Ooo, I wish I was somewhere else!"



the popular Apple II title arrived in 1982 with the third in the Wizardry series following.

In 1983, things became pretty quiet for a few years. The series was supposed to be

distributed in the UK and Europe but high costs and other difficulties put a stop to that. Conversions arrived on the PC and then Wizardry I was released for the C64 - in 1987! The extended

MISADVENTURES

Space has been at a premium lately. Consequently I haven't been able to squeeze in any letters on the Golden Oldie section I promised a little while ago. But they will appear - I promise!

The excuse for this month is a good one, however. A special treat for my loyal adventurers (unless I know you've been eating all of your greens) that includes a unique competition.

Okay okay, to get you into the right frame of mind I want you all to sit in the middle of the floor (move the cat to one side), cross your legs, straight back, chin up, close your eyes and go "aaaaaaaahhhhhh" five times. Feeling pretty silly, huh? Okay then, we'll forget that. Just

devote a bit into your memory. The early eighties to be precise. Those were the days, eh?

During 1981, when new computers and classic games were appearing by the bucketful every other day, there arose a new RPG. In the USA, from a company called Si-Tech. Named Wizardry it caused a sensation when it appeared because it used a new perspective. A "through the eyes", first person view. Thus

sparking the popular opinion in the UK, that The Bard's Tale was the first RPG to employ this viewpoint. In fact, The Bard's Tale was to copy many of the Wizardry features, when it finally appeared on the scene many years later.

Initially appearing on



delay was mainly due to all of the Sir-Tech staff being so busy creating new products that the older conversions had to take a back seat.

As Wizardry II and III were being shifted to the C64, Wizardry IV appeared as

THE WIZ

Creator of Wizardry V, David Bradley, pooped "Yesss to have" a chat recently. After finally persuading him to stop turning the furniture into frogs I asked the Wiz how he got into the RPG genre.

"When the home computer came out I started to try to implement versions of the original Adventure text adventure. Actually for the first game I ever had published, *Pavilion Kings* by Avalon Hill in around 1985, I had to go over to a friend's house to create it because I couldn't afford a computer at that time."

David began to play the table-top RPGs, then he progressed to actually creating his own scenarios. This lead to him creating a computer-based scenario. He called it Dragon's Breath - no relation to the Palace release.

"When Wizardry came out from Sir-Tech it became very popular. I was very taken by the series and thought Sir-Tech would be an ideal publisher for this new game I'd designed. I approached them in 1984, just after Wizardry III had appeared. They asked me if I would consider re-writing it under the Wizardry format. I made several trips to Robert Woodhead's house (one of the original Wizardry designers) and he taught me how he and Andrew Greenberg had put the Wizardry system together so that

UNIQUE AND ABSOLUTELY STUNNING COMPETITION!!!

In an astounding bout of generosity brought about by filling the management with five bottles of Vodka, Sir-Tech have given YC three complete sets of the C64 version of Wizardry to bestow upon our worthy readers (well, almost complete, there's no Wizardry IV remember?). So, to win all four games, which are only available in this country at vastly inflated import prices from a couple of specialist mail-order shops (about £30-45 each), all you have to do is answer three *exasperating* questions. First three out the bag win a set each. So here comes the questions!

1. How many Wizardrys were converted to the C64?
2. Who is the designer of Wizardry V?
3. When did Wizardry I appear for the C64?

There you go. Just send those answers on a postcard or sealed-down envelope. Mark the thing "Wizardry Compo" and send into YC, Aphelion Publications, 26 Potters Lane, Slin Farm, Milton Keynes, MK11 3HR.

I could best translate my product into Wizardry.

"At the time there was no competition, so we finalised the deal in 1985. I worked with on Wizardry V in 1986. So now you ask, why wasn't it released until 1988?"

"Well, the original designers were now interested in other things so it appeared that no-one was available to do the other scenarios. One of the obvious reasons why they asked me to do Wizardry V, therefore. After that Robert Woodhead promised a friend of his that he would get his chance to write his idea for a scenario (Wizardry VI). So despite the fact that Wizardry V was



actually completed Wizardry V was written and everything was planned in until that was finished. That was around 1986. They had to wait another year before Wizardry V could be released."



other formats, mostly followed, by the final installment, imaginatively called, Wizardry V. The fourth episode never appeared on the C64 (although there is still a

The closest comparison I can give you when you play Wizardry is *The Bard's Tale*. You control a party of characters through a



chance it will be converted). It was not as popular as the rest of the series. Mainly because it has the reputation of being the most difficult RPG ever created. Wizardry V, for the C64, did appear in 1989, though.

set of dungeon levels. You see small graphics of your adversaries when you enter combat. Spells can be cast and experience and treasure collected afterwards.

MADAM - TECH?

Brenda Gauvo is a living legend at Sir-Tech. She has been Sir-Tech's Games Master, helping frustrated players on a long-standing helpline.

"I spent a lot of time counselling people who had lost a character. Some people get really upset. I became a psychologist for a while. They would reassess! They'd say, 'Hey, I used to have this great fighter. He was just great. Let me tell

you about some of the things he used to do...' It was almost like remembering a long-lost friend."

Brenda's now in product development - writing manuals, testing the software and so on. Brenda holds the world record for completing every Wizardry: Wizardry I - 6.5 hours; Wizardry II - 3.5 hours; Wizardry III - 7 hours; Wizardry IV 10.5 hours; Wizardry

V 15 hours. Not bad when you consider that, on average, you or I would take about 100 hours to complete each game! So how did the lovely Brenda (everyone involved with Sir-Tech,

"I smoked non-marlboro cigarettes. The daughter of the President of the company had run out of cigarettes and was asking for one. Everybody was smoking Marlboro and she didn't want one. Eventually I gave her one.

She said, "Do you have a job?" I said no. She said, "Have you ever heard of Wizardry?" I said no. She said, "Have you ever heard of Sir-Tech?" I said, again, no. She asked me if I wanted to hear about Wizardry and I ended up joining in 1983 on the hotline."

Cigarettes may not be good for you but, it seems, they get you jobs in fantasy role-playing!

WIZARDRY • V
HEART OF THE MAELSTROM

By J.W. Bentley
and Andrew Brinkley

STAND-ALONE SCENARIO

Requires Sierra Engine

Si-TECH

Messages and puzzles solved as do traps and other nasties. Each Wizardry improves on the last.

However, while the game engine improves, the graphics do not. In fact the graphics are really awful. The game world consists of simple black and white, vector, line-drawings while the enemy character graphics are basic and rather chunky. Wizardry 4 does improve somewhat, but not enough.

However Sir-Tech say that there is method in this particular madness. It is a question of limited memory, especially on the C64. You do lose the fancy graphics but you gain in the depth of the storyline and quality of the gameplay. Sir-Tech believe the American public treat the Wizardry series as a cult game. Each episode is created with bolded breath. There are normally two questions on the lips of all RPG gamers in the States. The first is, "When's the next Ultima release?", while the second is "When's the next Wizardry release?"

The quality of play in Wizardry I-III is similar to that found in The Bard's Tale which is pretty remarkable considering the age of the first three games. Wizardry V has the strongest storyline of the series (with the exception of Wizardry IV, yet to appear on the C64), larger game maps and enough changes in its goals and methods of play to offset the basic graphics. In "Wiz V" there are plenty of characters to chat to, pools to swim in and investigate, doors to pick,

this month I'm taking a slightly different subject for the monthly round-up. Normally, all of the mega coverage appears on a regular, monthly basis. However, the following beginner's guide is a one-off publication. Even so, it is worthy of your attention, and there is a chance that it may be updated on a regular basis.

TITLE - A BEGINNERS GUIDE TO ADVENTURES
AUTHOR - DAVE HAYWARD
SUPPLIER - ATLAS ADVENTURE SOFTWARE, 67 LLOYD ST, LLANDUDNO, GWYNEDD, LL30 2YR.
PRICE - £3.00 (OVERSEAS READERS ADD £1.00)

Many people have, at one time or another written a book on adventures. On just about every occasion there has been some reference to beginners. Whether it's just been an introductory chapter or the whole book, writing such tome is difficult. Firstly, because the author is, generally, an experienced adventurer and, thus, may find it hard to visualize all of the elements that beginners find demanding. After all, after a time, adventurers take many of their skills for granted, quickly forgetting a number of the details they found difficult when they began. Secondly, such an

author will surely receive some flak from some quarters for omitting an "essential" piece of information. Generally because authors of beginner's guides tend to forget or dismiss the obvious - which is exactly the sort of thing a beginner wants to know about.

Dave Hayward, with the release of his beginner's guide, has attempted to put these problems to rights. His beginner's book is by no means perfect (what is?), however, it is good to see this neglected area addressed at all.

Arriving on 80-pages, in A4 format with a paper cover the Beginner's Guide is divided into 11 chapters and an appendix. The first two chapters describe themes and adventure types (text-only, icon driven, etc). The third, and largest, chapter takes you by the hand and guides you through a sample adventure transcript (including pad-driven maps). In this case a golden oldie (literally) - Attila's Golden Apple. After a chapter filled with notes on the Golden Apple and another chapter on saving and loading adventures Dave dispenses sysdetails and includes a comprehensive sample list that'll prove a handy reference whilst playing any adventure.

Chapter seven continues the verbisms input discussion whilst chapter eight expands into a full sentence parser debate.

After sections on character interaction and the dreaded moe Dave devotes a chapter to experienced adventurers (describing the writings of adventurers).

Dave Hayward has had an arduous task at creating a beginner's guide. However, I have these gripes. Firstly, the book is riddled with a number of appalling spelling mistakes (who playtested the manual Dave?).

Secondly, although the basics are included I don't think they are given enough space. I would have preferred the book to have dwelt on each point much longer, introducing multiple examples in case the beginner finds one, particular example hard to grasp.

Thirdly, I thought the design could have had more thought given to it. The introduction of the transcript of the Golden Apple appeared far too soon. There should have been a number of individual discussions on many more game elements. Once the reader had come to grips with each single component, there would be the time to lump them all together and introduce the transcript.

However, even with the above criticisms the Beginner's Guide is still a recommended buy as it includes many hints and tips never before seen between two covers of a single publication. Excellent value for money.

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a brilliant game..."*



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Trevor Brooking

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POST APOCALYPSE



The posty with the mosty, Post Apocalypse, answers your letters with a ho, ho, ho and a bottle of Christmas cheer.

You think you've got problem,
Don't worry I can add,
I'll shoot you through
the frontal lobes,
Or whip out my private blade,
To slice the top off your head,
And spread your brains
on toast,
Although I think I'll sit around,
And answer all your post.

No idea why!!
PS. And try to put
more bad language
into Flame Blood.
PPS. NOT YOU!!

PA: Err... We do get some despicable readers don't we? I mean it's not as if we aimed them, as far as I'm aware this magazine is produced by a bunch of cute little teddy bears called Pupins. And bad language indeed, why don't you bugger off (loop).

A CRAP RAP

Zzap is crap,
CU is too,
And I think C-VG,
Is a load of pea.

Zzap is crap,
CU is ***,
If I had a choice,
You would be it.
David H and Gemma E.
No address enclosed

LETTA OF THE MUNF EVERYBODY NEEDS GOOD...

I've been buying "V84" since it was first published and will continue to buy this excellent magazine. Living so far from England we get the magazine in the shops here 3 or 4 weeks later than when it's first published.

Nevertheless I eagerly await its appearance in the local shops. Having 2 to 3 games on one cassette with each issue represents excellent value for money. Some of my favourite

LETTERS

gamer include 'Peeper', 'Rainbow Chaser' (is there an end to this game? Or do you just keep collecting items?), and 'Frogs In Space'. Also I'm an intermediate programmer in machine code. I haven't anything motivating to go the whole way and writing a game as I have considered the need to design sprites, characters and the actual game screen too tedious. Thanks to your magazine providing the excellent '3 in 1' utility as a part of its game cassette, I am able to - and desire to - try and write a full game.

I just wish to express my thanks to the magazine and those specific people (though you pass my thanks to them please!) responsible for that gesture. Also if it's possible to put the occasional utility on the tape I and many readers would appreciate it. Keep up the good work.
Elvodie Corfield, Melbourne, Australia

PA: 1987? Err... First I thought that you might have been writing to the wrong magazine until you mentioned Peeper and Rainbow Chaser (which does exist, honest), but now I reckon you need a pair of glasses. Do you have to pay for an eyetest in Australia land (like we do)? I normally end up sticking two millilitres to my eyes when I'm reading, it may not work too well but at least I get two free pairs of red lips for my money. There's a few utilities we've thought about putting on the tape. We'd put a microwave simulator

on it but the tape results every time we try. If we got anything together you'd probably be the last to know anyway (why don't you get a subscription, you'd get the mag pretty much the same time as the paid-for English Speaking world then?). Also red code is writing lots of little blurbies about my history of the computer 100% used Land train.

date, the only prob is that there is not enough colour. Also why can't you have games like S.U. (Minstrel User)? The reason I say Minstrel User is because my friend is always bragging about having good S.U. in and how good games like Terra Cresta are.

Please have better, bigger, better, more varied bits trap. Apealthrough words, and especially robots and a unique signature, South Africa.

PS. I hope you can read this writing.

PA: I hope I couldn't read your writing at all, sorry! Only joking (I bet I had you worried). Just tell your friend that his country criticism is nothing more than an over-elaborated attack, and that your comedy games have more colour on screen at once than Thumper! Spacey has a whole game, if that doesn't prove that he's big mouthed he has inferior computer (and probably) skills down it. Anyway YO's got me!

MULTICOLOURED SWAP SHOP

I am 19 years old and a newcomer to the computer scene. I have several good games, and would like to swap them with anyone my own age (or close too).
Paul Goddards, 1071 Worthington Road, Boston, Lincs, PE21, 0PR.

PS. Your magazine is very what ya might call, IT, RAVE ON!

PA: You'd better not be talking about Police here because I'd feel responsible for such action, and where there's £1000 up for grabs I'd be all out to gain colour. But I'm sure you're not, and this letter gives me an idea. As from next issue (as long as there's enough demand) we'll have a Pen Pal corner where you can advertise yourselves in order to gain friends. Did you know thatlik has to pay people to be his friend, the other day he offered me £100 just to admit to knowing him at... (you promised not to tell. Boo hoo! - Ed).

SHUT YER MOUTH

I think VC is the best comedy mag around to

One other thing, Minstrel User has started giving tape boxes with their free games, I think you should start doing that because I'm running out of tape boxes to swap them in.
Matthew Gilson, Birkdale, Essex.

PS. Here's a treat for you. Stick a piece of red see-through plastic to your left eye, and a piece of green see-through plastic on your right eye and look at the following drawing. This is a picture of me in 3-D just for you.

And whilst it is that you've all got sport S.U., I think the penultimate Quay that could be a great title for a magazine!

If you want to write to Pest Apocalypse, or have yourself featured in Paul Pai's Corner, here's the address to send your mail to Pest Apocalypse, NO. 20 Potters Lane, Eaton Farm, Milton Keynes MK17 9HF.

The Leader of the Month wins the star game of the month. Win one with the highest score, and all the rest get a Pest Apocalypse badge.

EXTRA DIMENSIONAL

I think with one of your free computer game tapes you should give away the whole or one level of a three-D game, also give 3-D glasses because I have always wanted to know what 3-D computer games are like and it will give the readers an experience in 3-D games. It might even attract more people to the best ever comedy 64 magazine - VC.

I also want to see what turtles is like because I don't know whether to get it for Christmas.



THANGS TO COME

What's over the rainbow old chums, apart from Judy Garland of course? The answer to that lies with the software moguls really, but Rik Henderson and his ruby red slippers wheedles a few choice previewettes out of them.

SUPER MONACO GP

US Cars have an up and down track record (if this isn't prime comedy material then my name's not Trevor and I never win at racing games). Outrun (which was poop) and Turbo Outrun is latest game with stonking titles both spring to mind as the most extreme, and now, due to the new licensing deal with arcade giants Sega, we are to be graced with a conversion of the coin-op classic Super Monaco GP (GP stands for Grand Prix, or maybe Great Peaks or something).

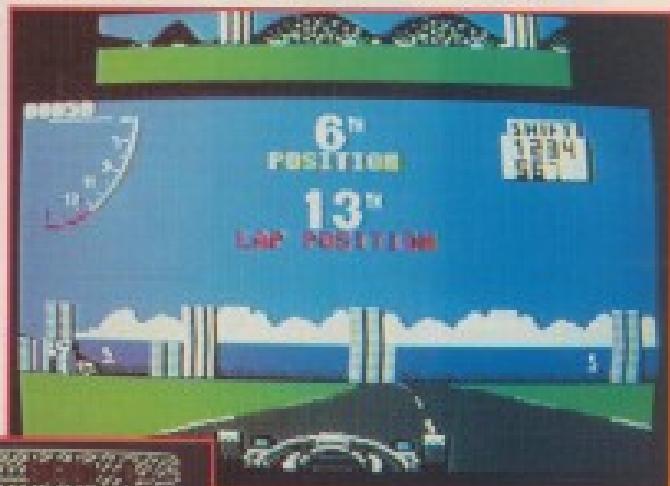
This will be converted by Turbo Outrun's programming team (and just about everything else in the history of CGW games) Probe, so we're on the right tool for a start. And from initial looks (exclusively by

the YC wrecking crew - "MC Handy and the Spain loving power" if it isn't a stonker I'm a cabbage-shit).

When you look at the screen you realize there's not really too much that's any different from all the other racing games that have flooded the market. You sit at the seat of a big throbbling Formula One car, and you have to race on several varied courses, doesn't sound too original does it? But you do get the option of racing with automatic gears or by manual, and there are five gears as opposed to the usual high and low that

the usual "floating ten foot behind the car and in a slightly top down viewpoint. And at the top of the screen is a mirror that shows what's behind you at any one point.

Along the track there are loads of bends, etc, but there are also instances where you'll be forced to travel through a tunnel, and this is done in a infinitely better way than Chase HQ (another arcade racing game to feature this method).



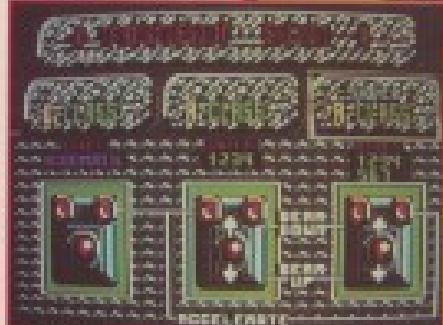
we're normally limited to.

The graphics are slightly different for an arcade driving game in the fact that the view from your car is from the cockpit, instead of

Super Monaco GP will be THE game to watch out for in the spring (assuming it gets off the ground) and you'll be able to catch a full review in this mag in a short while.

CREDIT CARD

NAME:	Super Monaco GP
SUPPLIER:	US Gold
PROGRAMMER(S):	Probe
PRICE:	To be announced
RELEASE DATE:	March '91





SHADOW DANCER

Another of the Sega conversions that falls under the name license deal with US Gold is Shadow Dancer, a game that is most definitely in the beat-em-up-to-it-and-then-some category.

It opens a lot like games like Dragon Ninja, Shinobi, and even Midnight Resistance, as you have been grabbed by the whatever (the CIA or somebody) and shoved quite firmly into an airport that has been overrun with terrorists who have placed several bombs all along a horizontally-scrolling landscape. Also guarding them are lots of very hairy followers with horrible moustaches and big mucky guns, and they're not think twice about shooting you full of more holes than a rather baggy string vest.

And what have those rather clever chaps who've assigned this task to you given you to help? Hops, not an IUD semi-automatic, or even a small pistol. They've given you a nice, pudgy, white, fluffy, Akita-inu-like dog. See how he leaps. See how he bounds. See how he sniffs other dogs' bottoms and paws up lamposts. Meago helpful I don't think.

But you are rather fond of this cute little puppy knoway and in some sort of desperate logic, you become a mean-murdering death dealing Ninja with an

CREDIT CARD

NAME: Shadow Dancer
SUPPLIER: US Gold
PROGRAMMER(S): Images
PRICE: To be announced
RELEASE DATE: March '81

animation for the rest of the game too). The only minor niggle that is bound to be improved on before release is that when the Shadow Dancer himself is spewing Ninja laser bolts at the enemy it looks like he's

attitude in order to look after Player 2.

Images is the programming team converting it being previously responsible for the cassette version of R-Type (among many others) and from an initial view we can safely say that it's gonna be a must buy for fans of Stomps-type games. The graphics are as faithful to the original as you're likely to get, and the dog jumps about in a very



smooth and realistic way showing very promising

having a rather jolly rib-tickling chuckle.



DRAGON STRIKE

US Gold

This is the latest S.S. L.A.B. Gold game based on the famous series of AD&D books, the Dragonlance



saga, although it's not role-playing or arcade adventure for once. In fact it's rather more original than any of the others, and even more so than any other game that you'd care to mention.

Why? Well it's being heralded as a "Dragon-simulator" which is essentially similar to a flight simulator except you can substitute the airplane for a rather huge, fire-breathing, smoke-eating dragon, and you can throw the second world way out of the

window and insert a plot based around knights, bad bunnies and lances, and the plight of a Valkyrie land, if you can name another game that focuses around the same idea I'll send you a large Windakoo with extra chili powder, that'll make you breath fire.

You can progress through over 200 different missions, all of which based in the land of Ansalon, as you sweep, rise and fall your way over, under and through the enemy. Look out for a review next month when we reveal exactly what mixture of acid and spit it



plans to observe an entire reptilian army (very handy for School broadcasts).

TURRICAN II

Rainbow Arts

And so it came to pass that Turrican was a rather shonky shoot-em-up cult arcade adventure and everybody did go out and spend their pocketbooks on it and they were more than pleased. But the great Rainbow Arts was not happy with just having the one



Turrican game and it took a risk from the original and planted it into a big pot of grade B medium peat soil and baked it on an electric

new baby Turrican II for it was also shiny and will also have lots of wrongs spent on it.

TEENAGE MUTANT HERO TURTLES

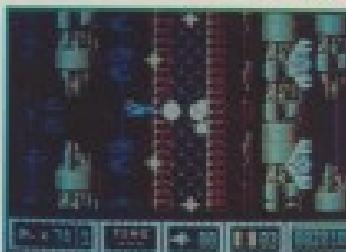
Imageworks

They've been (almost) just in time to coincide with the release of the mega bonga movie release, although the plot, graphics and pace have even more to the cartoon series than anything else.

Now I know that there's going to be at least one of you that'll stand up and say "who are these jolly green Turtle Mutant Heros?"

Teenagers, and why have they badly deserved a game to themselves?" but all I have to say is there's no place in the corner with a white cone on your head for being so stupid, thicker! If you've missed this turtles you don't deserve to be on this planet.

The game concentrates on Shredder (only one of the villains the truly smelly foursome have encountered, although there most arch-enemy) who has kidnapped the file reporter April O'Neil, and refuses to give her



new baby Turrican II for it was also shiny and will also have lots of wrongs spent on it.

Er... perhaps this isn't



back until Perfect Pizza give him a years supply of deep pan-for something, and the Ninja Turtles must give him a good beating in order to get her back. Before they can though, they have to find him and Rocksteady, Bebop (two other mutant animals), and a gang of other martial arts experts are all out to stop them.

During the game you get to play all of the turtles, and even participate in two different game styles. One overhead and one horizontal shooter. It's essentially similar to the games previously released in America by Ultra (available on very dodgy import) but that was a bit crap so Imageworks have taken the code, altered the graphics and made the game that much better (thank you Ultra import). Turn in next month for a full review (not allowed, review in a half-assed).

the exact way that Turrican II is being programmed but let's have a little leeway here, I mean us humans have to have some way of saying that a game is rather wicked without having to say that a game is totally wicked, and boy is Turrican II ungodly wicked.

It has everything the original had, but more of it and with hopefully gameplay that is a lot more playable. The graphics too are pretty cruddy (so, we catch the review next month or you just won't know what you're missing (other imagers just don't do the best games justice)).

CATACOOMBS



Ashley Cotter-Gairns explores the world of Catacombs - and Diaz, the creator, says "Haven system, will travel!"

WHAT IS LIVE ROLE PLAYING?

LRP is all about getting away from it all for a few hours. Dungeons and Dragons players will know what it's all about - taking on the character of a Lord of the Rings type of persona, inventing a name for them, and then controlling what they do by throwing dice.

LRP is different in that, as well as thinking like the fantasy character would, you have to speak like they would, act like they would, dress like they would, make facial expressions - everything. "Live" means just that - you become the character in a real-life situation, face "real" monsters, hit

things for real (within safety limits of course), and generally escape from our world for a while and join a new world of monsters and magic.

In each system, things are run differently. Some places will let you play Conan the Barbarian, others Luke Skywalker from Star Wars, others still Mr. Spock or Captain Kirk. You can live out your fantasies, and have a lot of fun too!

A FIRST-TIMER'S COMMENTS

ASHI "What did you first feel when you arrived?"

CHELLE "My first thoughts were that I wouldn't enjoy the day at all. Live Role Playing was

something that I'd never done before (I've only played D&D once, and I wasn't sure that I could get into the idea.)"

ASHI "Did the jargon put you off, or did you have an idea of what to do straight away?"

CHELLE "Well, don't get me wrong, but all of the jargon did put me off rather a lot. I never did understand a thing, I still don't really."

ASHI "You meant the game wasn't explained properly to you from the start?"

CHELLE "Yes it was, but it all went over my head to an extent. I knew that I was playing another character, running around a load of woods and hitting people with rubber swords. I saw a few people walking past, but I didn't feel uncomfortable in costume because everybody else was too."

ASHI "So, if you only had a rough grasp of why you were there, what did you do about it?"

CHELLE "I followed the rest of the party around, not really getting into Jasper's character until I knew more about the game, and what I could do - then I jumped in, feet first!"

ASHI "What happened to get you more involved?"

CHELLE "Well, some guy went berserk. Everyone hit the deck except me, and he turned on me with

swords waving..."

ASHI "Don't worry about it, we're all bad THAT experience!"

CHELLE "...well, I didn't know what to do. Then I felt someone grab me and I was thrown down too!"

ASHI "Best thing under the circumstances. Then what did you think of the game, once you got the hang of it?"

CHELLE "I began to lose my doubts about the whole thing, and really started to enjoy myself. I really didn't give it a chance before it started - I thought that the whole idea was a waste of time and stupid (something that little kids get up to) - but I was surprised and encouraged by the attendance of other girls and the fact that everyone was my age after all - not a bunch of snooty schoolkids."

"Apart from all of the great times (I really enjoyed the day and I think that people should get involved more. It's really worth the effort that people make to these games (the organisers as well as the players), and I will be going again in the very near future."

CATACOMBS - THE YC ADVENTURE

by Somalia Mc Wynn

Life was dull in town. Nothing much had happened for weeks. An odd job here and there of course. Nothing too

outrageous though, so I was more than ready for the challenge that awaited this summer's meeting.

There was a commotion towards the centre of town. I headed that way, and found a notice pinned to a tree - "Help wanted". That sounded right up my street, so off I went in the direction of the red light district.

I met up with a small group of people who had had the same idea as I had - to get rich quick on a quest. There were many strange and peculiar types there; some were furtive and carried huge weapons; others were sly-looking and shifty-eyed, preferring the cover of the shadows to the light. At the centre of the group there was the man who had asked for help. He stood, badly wounded, by the body of a girl.

Keeping one eye on my back, I approached the man, and as no-one else was taking much I took charge of the situation.

"I understand that you have a job for us to accomplish. My name is Sorella."

He waved a sword at me. "Come no closer. Yes, I have a job for those who are willing to perform it."

Whispers of magic came from behind me. A tall, fat humanoid creature came up to me and said quietly "Be careful. He's evil."

Bearing this in mind, I began negotiations. It seemed that he was evil in purpose but not in intent, and he had a genuine quest - to kill a Ninja leader and bring back his head. There was also a scroll that he would like back as well.



After offering us 200 Tigrorns each (which I negotiated to 1,000 per item that we returned), he left us, pointing in the rough direction of a wood.

We set off. Our scout, who literally ran everywhere, got to the entrance to the wood first. By the time I arrived with the others a fight had broken out. I soon hit the deck when a large warrior got a glazed look in his eyes and started brawling!



Whilst on the ground I found a potion bottle. Hopefully it would come in handy later, so I put it in my pack.

When everything calmed down, we moved on. We came across an Oriental type of person, who said that he offered knowledge. He told us to put our fist into his bucket, and learn from the fact that the hole in the water went away when you took your hand out!

I showed my contempt for him by calling him a suitably colourful name, and he started going mad! We killed him, but he kept coming back to life until we tipped out the water from the bucket. Then a warrior grabbed the bucket and proclaimed it as his own.

We proceeded without further ado into the depths of the wood. A Cosmetic Elf (at least, that was what he claimed to be at first) greeted us and told us not to go any further because there was a dragon. But when FO the brawler started on him he cast a cloud of magical darkness,

I didn't want to get involved in the fight so I cast the illusion of a tree around myself. I stood very still and watched our warriors get chased by the chaotic Elf and another Ninja.

The next person we met (after the scout had dived over three trampines to get some treasure) was a Wood Elf. She had a pet shambler round who looked like a big pile of leaves. I thought that it might be her to be one too so I cast an illusion around myself again. So did the brawler, and so there were three shamblers round!

Things really started getting convulsing at that point. An archer and his bodyguards popped up from nowhere and started stabbing us. Then we met the big Ninja boss. He had the power to leap over us and disarm the bucket warrior, who he then butchered.

The warriors killed the headmen and I and another warrior, Axelin, chased the boss. We cornered him and killed him. I had acquired the bucket from its now-dead master and so this was a handy vessel for the head. The scroll was hidden in the bushes, and I stashed this away too.

Axelin and I realised that we were alone, so I suggested running away with the spoils. This we did with great success, and we got 1,000 Tigrorns each. We also found out that the person who hired us was the leader of the outlaw tribe and when he heard what we had done he asked us to join them. We agreed, and went about our business as sworn sword brothers, to fight again another day...

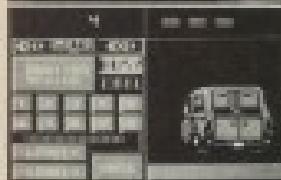
Our and his system are mobile. That is, our has legs, and his system is flexible enough to be used anywhere there is a woodland. To hire him to go to a specific location will cost his travelling expenses plus the usual fee of #7 per adventure. But you can play at the weekend locations by getting in touch with him on this number:

(020) 20431
And happy adventuring!

KONSOLE KRAZY

C64GS NEWS,
VIEWS, PREVIEWS
AND AARDVARKS

R E V I E W E D



B.C.I. (CHASE HQ 2)
Speed, guns, more speed, and more guns in this sequel to the ever popular er... Chase HQ 1.

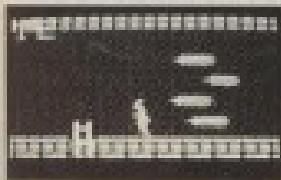


LAST NINJA 3
A cartridge update on the full review elsewhere in this mag.

P R E V I E W E D



ROBOCOP 2
The bobby in a tin can is back with more excessive violence that'll suit even the hardened psychopath.



SHADOW OF THE BEAST
The 16-bit wonder hits the C64GS at last!



BRIEF BITS

Dosmark will be releasing all of the old Tengen range on cartridge. The first of which is *Vindicators*, an ancient blast that sees two players compete with or against each other in a sort-of top-down view tank game. It's all done very well and is a very good emulation of the arcade machine. Originally the game was a multi-load and really suffered because of it. On cartridge, of course, the many screens are available in a split second, so it really lends itself to the GS.

US Gold will be supporting the new machine with conversions of a few of its old catalogue and a promise

to produce cartridge versions of all its forthcoming releases. The most likely candidates for release at the moment are the excellent *Strider* (and sequel), *Turbo Outrun* and a few of the Capcom games. Up and coming are *Super Monaco GP*, *Shadow Dancer*, *G-Loc*, and that's just for starters.

Doscan's next release (after *Robotop 2* and *Shadow of the Beast*) is *Pang*, a cute game that has you firing arrows at a multitude of different coloured balloons. If this sounds a tad similar to you, then like me you might remember the yonks old *Pooyan*, but we'll not mention that shall we?

ROBOCOP 2

Ocean



somewhat in the distance, you can say goodbye to the road.

Other than that it is a vast improvement on the original, and the speed at which everything moves is of a 16-bit quality. Also all of the levels are there for you without any fuss. If you're looking for a reasonably good driving game this Christmas, Chico HQ 2 should certainly be on your mind.

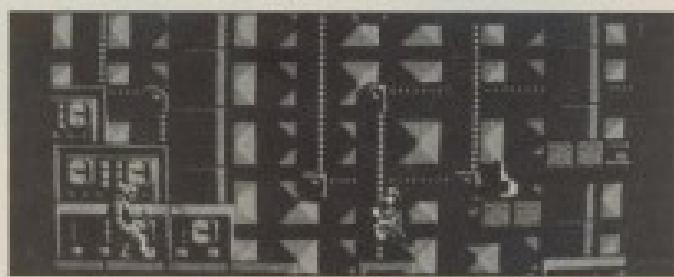
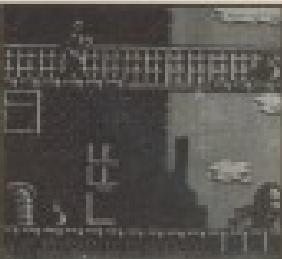
Rex



He's back, with really more of the same. This time you've gotta collect a new drug that's out on the streets called 'Mukar', and eliminate all of the crime that are connected

with it (of course). There are three major levels and a few sub-games, just like last time, only the graphics are a lot more funky and the gameplay has been tweaked a hell of a lot.

RoboCop 2 looks as if it's gonna be one heck of a sequel on the CD-ROM, unlike the movie (it was a bit poor to be honest).

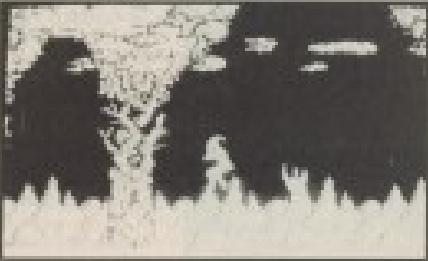
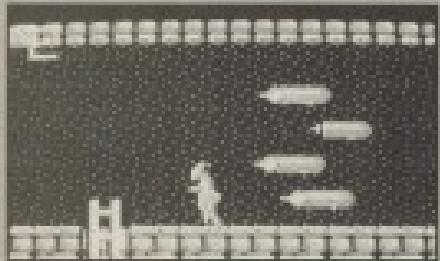


SHADOW OF THE BEAST

Ocean

This was so popular on the 16-bits that it finally comes for a console version. It's gonna be so huge though that it has to be on-cartridge only.

It's a Nintendo based arcade adventure that needs super fast dexterity and a lot of lateral thinking to get anywhere, and nautical has it that the gameplay will be twice as good as the original.



Another release that's almost near completion is *Rick Dangerous 2* (a game that was YC Fun Direct not too long ago). It's being

converted onto cartridge by Vivid Images at this very moment (as we go to press), so you'll be able to get your teeth into the

platform game likely split. The biggest question at the moment though is, will the Turtles make it onto cartridge? And the answer

is, we haven't got a clue. Oh well Turtle fans, maybe we'll find out next issue.

LAST NINJA 3

If you want the main gist of what this game is all about, you'd do better to stick along to the main review elsewhere in the mag and read it, it's well done. Turn to page 16, it's there.

Right? Got it? Good now I'll just update you on how even more with the game is on cartridge. It's identical to its cassette and disk counterparts but for the fact that it features one nanosecond (probably, unfortunately my Odometer stopwatch is only accurate to one tenth of a second), and blow up when I tried to stop it just quicker, and all the corresponding levels are also available to hand passo. Other than that you're looking at a carbon copy in terms of graphics, presentation and sound. And if you expect the gameplay to better, at all I just ask you this - how can you better the best?

There's so much going on though that the game has to be crammed onto a 4 meg cartridge (in preference to the 2 meg ones that just about everybody else uses) and as such pushes the price up a bit. Therefore most of you out there will find that you have to save up loads of cash just to get it, and those who just own a normal 16bit might do better to get the disc or cassette version. You 32/48 owners though will have to make your minds up, but I'll tell you that this game is the real goodie and no mistake. FTRH.



CREDIT CARD

Name: Last Ninja 3
Supplier: System 3
Price: £24.99

OVERALL: 97%

The price just alters the mark to lower than its tape and disk counterparts.

CREDIT CARD

Name: S.C.I. (Chase HQ 2)
Supplier: Ocean
Price: £19.99

OVERALL: 79%

A well improvement over the first game, but the controls are too hard and fiddly.

S.C.I.

(CHASE HQ 2)

So here it is (Merry

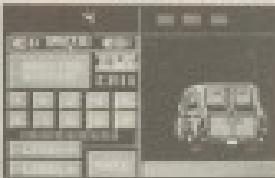
Christmas, everybody's having fun) the sequel to the game that promised so much and was a rather floppy sausage when it all came down to it. But will this meaty comebeagle be a lovely fried meal or yet more dog food?

It's neither really, which is a shame because in the arcade it was so good that I lost my pants when it first came out. The twin of the chase and the sheer violence of the gun fight added together to make any budding Mary Whitehouse trade in her knitting bag and accept batons and a Magnum 45. You see, after the original five

missions, the force has given you a gun to use during the chase as well as a decked up car that'll take a good amount of bashing (an infinite amount to be honest).

Like the original you have to speed along the American highways and catch up with some terrible villain or other, when you do you must do

your best to make their vehicle approachable so that they must pull over. To do this you can bash them with your car (or per-



the first panel or you can blast the frag out of them with different kinds of weaponry (a pistol first followed by machine gear that drops from a helicopter for you to catch).

That's about it for the gameplay, and it's only varied by the layout of the roads and the hazards that lay about. The problem with the game is certainly not the graphics or music (they're both superb), no it's the



difficulty in controlling your car. It's murder going around corners, and when you're trying to shoot a volley of bullets at

THE
MILITARY
OF
COUNT COOPER
CITY



**THERE WILL BE MOMENTS WHEN YOU'LL WISH
YOU HADN'T TAKEN OFF!**

新嘉坡新嘉坡新嘉坡
新嘉坡新嘉坡新嘉坡

The link between action and emotion is losing its grip

1.5 hours for the book and
interview. The first part

I'm pained for actors as my FOB leaves the country. They may never return. I do see myself returning often. Suddenly, travel writing – something I'd always shied away from – might make sense again. I'd like to write about the people I've met – staff and visiting stars and moviegoers by muscle. About movie sets, film sets, film sets in India.

Using best practices, start my F-16 flight by engaging Thrust Reverser at the ground, reduce and then lower pitch lever to 10°. With the aircraft in steady descent, gently transitionally increase thrust lever to 10°. After the landing gear is set, roll the aircraft to center and haul it to home. Upon landing stage, 10° Pitch. The home deck requires a platform for my right landing.

www.v2com.be en voor meer info: 02 649 30 00.



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4 FOOTBALL FANATICS

4

卷之三

SOCER MANIA

4

Credit history

Math Test 2

COMPILED BY



FOOTBALL MANAGER 3
An all-new generation
of the world's greatest
soccer simulation game.
More than 1000 clubs and
countries, and loads more.

**SEARCHING FOR
GOD** is now in place
in this year's competition
at the **Roskilde Film
Festival**.

Widely distributed
across the continent,
they also frequent
various waters in Mexico.
They appear to eat fish
and other small forms of
water life, though they
are often seen flying
over land.

MISCELLANEOUS

Category	Count	Percentage
Highly Satisfied	12	30.0%
Satisfied	20	48.8%
Neutral	5	12.5%
Dissatisfied	4	9.6%
Dissatisfied	1	2.4%

SPRING FROGZ

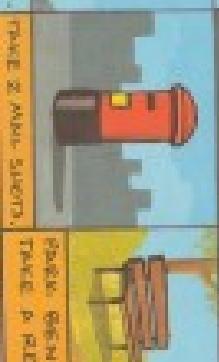




MAIL SLOTS
NEXT TOWN
IN SAME DIRECTION
SYSTEM. PROCEED
COUNTER TO ONE WAY



MAIL SLOTS
NO ONE WAY
SYSTEM. TURN
RIGHT DOWN A
STREET.

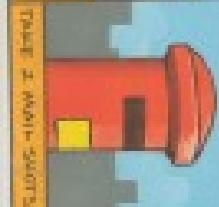


MAIL SLOTS.
TWO ZONE SLOTS.

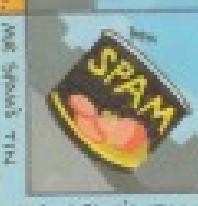
PARK BENCH.

TAKE A REST.

HOSPITAL FOR
TRUCKS.



MAIL SLOTS.
ONE WAY.



SPAM
TIME.

POST LOST.
RETURN TO POST
OFFICE.

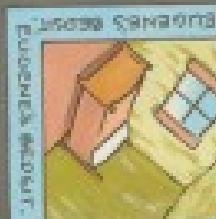


MAIL SLOT.

CAUGHT IN ONE
WAY SYSTEM.
PROCEED IN SAME
DIRECTION NEXT
STEP.



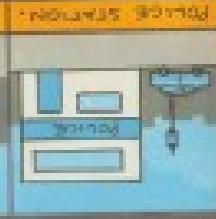
HOSPITAL



MAIL SLOTS.
MAIL HERO'S RIDE.



MAIL SLOTS.



MAIL SLOTS.

YOU
MAY
USE
ROAD

